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- Double Dragon twice as nice?
- Kick dirt in Super Off Road!

MASTER SYSTEM

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- Feel the power of Asterix
- Go Back to the Future again!

GAME GEAR

- Alien Syndrome busts stomachs!
- Break 'em up in Buster Ball
- Chase HQ: best hand racer ever!

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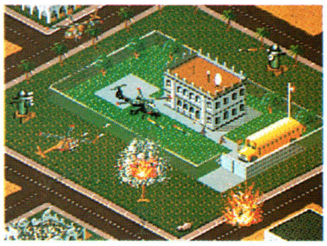

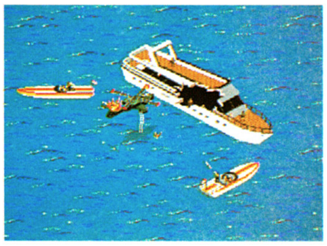

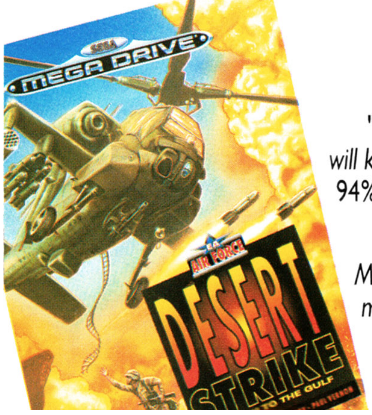

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"One of the cleverest and most playable Mega Drive blasts to date..... An absolute must." 93% & Hyper Award - Megatech.

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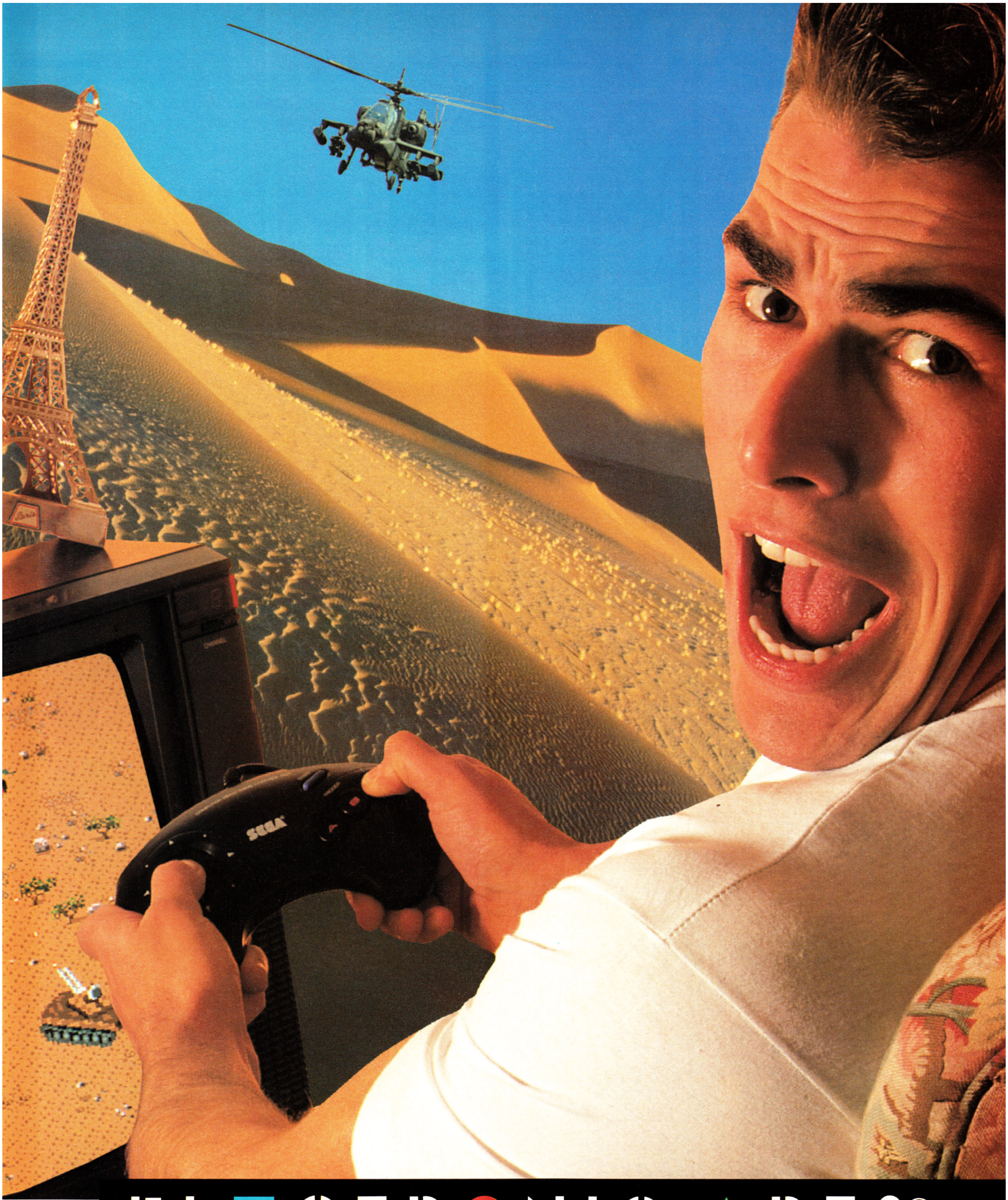
MEGA DRIVE



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7A WICKER HILL
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BA14 8JS

PHONE: (0225) 765086
FAX: (0225) 777869

EDITOR
Dominic "is this heaven?" Handy

GAMES EDITOR
Les "here's Johnny!" Ellis

STAFF WRITER
Damian "eat this!" Butt
James "we Melvined Death!" Scullion

ART EDITOR
Dave "is everybody in?" Perry

ADVERTISING & SALES
Andrew "I feel the need..." Smales
Diana "the need for speed" Monteiro

PRODUCTION MANAGER
Di "I came here to kick ass" Tavener

PUBLISHER
Richard "I'm all outta gum" Monteiro

SUBS ET ORDER DE MAIL
Melanie "you a college boy?" Turner
✆(0225) 765086

CONTRIBUTORS
Simon "you talkin' to me?" Barber
Tomoyuki "you're a kai-chi" Tada
Ryuta "here I am, Nick" Yasuzake

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The image of Berni is (C) UEFA 1987.

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Rebecca de Ruvo, Pip Dann and Kristiane Backer at MTV Europe.

DINGBATS MESSAGE
✧✡★✣ ✺✯✮✣ ➐ ✭✯✮✤✯✮
✧✡✹ ✺✯✮✣ ➐ ✳✣✧✡ ✦✯✼✣✣

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Rabbits? Eggs? Naff films? It must be Easter already. Blimey, it seems like it was Mother's Day only yesterday. Even so, you'll need our permission before you copy any of the content of SegaPro (especially you Console XS guys!).

Competition rules: Even the Easter bunny couldn't enter the comp if he was related to the sponsors. Also, he'd have to wait 28 days for his prize or contact Di Tavener by post.

Exit: Hannibal Lector, clutching his Oscar, looked at the feeble Nintendo owner. With a sick pleasure he said: "...
(Complete a send ot the normal address.)

conte

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The future of Sega CD i
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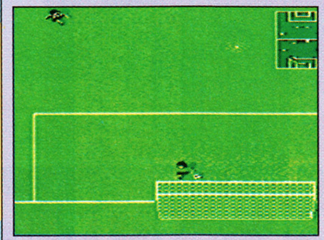
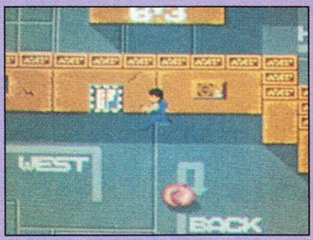
PRIZES GO BALLISTIC!

Tons of Accolade/Ballistic goodies up for grabs on page 61.



CHAMPIONS OF EUROPE .28
Boot up your Master System.



ALIEN SYNDROME 32
Gauntlet action on the Game Gear.

DIAL-A-CD

Win a fabulous Wonder Mega! Turn to page 67 for more details.

EN
DER
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WONDERMEGA
READY
ACCESS

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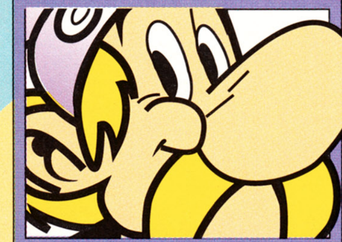

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Just add garlic...

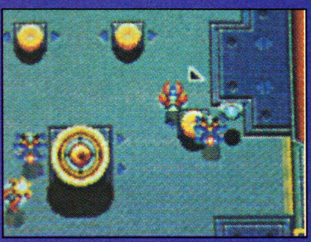
START
NEW YORK
STAGE 1

TURBO OUT RUN 40

Sequel to smash coin-op on MD.

ARCH RIVALS 58

Basketbrawl action in exclusive review.



BUSTER BALL 64

Speedball in the palm of your hand.

STUCK ON US?

Well, has your watch broken down yet? I must say, mine has only gained two minutes over the past month – which isn't too bad! This month we continue our undoubted generosity by giving away a terrific sheet of saliva-free stickers. We've even bumped up the issue to a Pro-packed 92 pages, which makes us not only the best Sega magazine around, but also the biggest – every month! And above all, we've kept the price at £1.95.

Next month we'll be even bigger, with another great gift. Continuing our guarantee to only provide gifts worthy of the SegaPro cover, we're yet again coming up with something that no only computer or console magazine has ever stuck on the cover. Of course, to support this colossal gift, we're putting the size of the mag up once again. Don't forget to order yours now.

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SEGA pro
MAY 1992 £1.95 DM11.50 ISSUE SEVEN
ARCH RIVALS
CHAMPIONS OF EUROPE
MORE SEGA REVIEWS AND HOTTER NEWS THAN ANY OTHER MAGAZINE!

This issue Master System owners are in for a treat with an exclusive review of *Champions of Europe*, the eagerly awaited *Asterix* and *Back to the Future 3*. Mega Drivers can check out the full reviews (not previews!) of *Arch Rivals, Turbo Out Run, Steel Empire*, etc. While the good ol' GG players can marvel at the colossal reviews of *Alien Syndrome, Chase HQ, Buster Ball*, etc.

So stop putting those stickers in your little brother's hair and get reading – it's another great Sega month.

Dom Handy

THE SEGAPRO CREW

Damian Butt
All-time Sega hates: *Beast Warriors (MD), Dark Castle (MD), Back to the Future 2 (MS)*

Les Ellis
All-time Sega hates: *Double Dragon II (MD), Populous (MS), Leaderboard (MS)*

Dominic Handy
All-time Sega hates: *Curse (MD), Transbot (MS), Ax-Battler (GG)*

Richard Monteiro
All-time Sega hates: *Curse (MD), Dark Castle (MD), My Hero (MS)*

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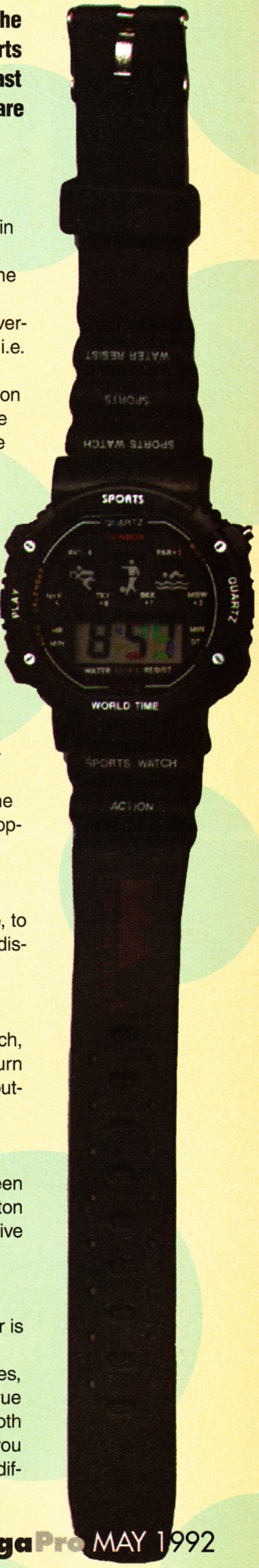
All-time Sega hates: *John Madden Football (MD), Super Kick Off (MS), Sonic (all versions)*

James Scullion
All-time Sega hates: *Dark Castle (MD), Alex Kidd in the Enchanted Castle (MD), Tecmo World Cup (MD)*

Andrew Smales
All-time Sega hates: *Alex Kidd (all versions), Golden Axe II (MD), Scramble Spirits (MS)*

WATCH INSTRUCTIONS

Hey, it may be one month old, but here are the instructions to the fab Electronic Arts sports watch which you should have received on last issue. (Back issues are still available, but are running out fast.)



TO SET THE DATE

1. Get a pointed object such as a pen and push in the button on the bottom-right of the watch twice.
2. A figure should appear on the left-hand side of the display. This number is for the month.
3. Press the button on the top right of the watch several times till the number is set for the correct month; i.e. 3 for March, 12 for December, etc.
4. With your pointed object, press the bottom button again till the display moves to the right. This figure shown is for the day of the month. Again press the top-right button till the date is correct.

TO SET THE TIME

5. Push in the lower right button again till the display shows a number on the left and either a P or an A on the right to signify either AM or PM.
6. Press the top button again till the number on the left is set at the correct hour.
7. Push in the lower-right button again so that a number appears on the right. This number is the minutes.
8. Press the top-right button again to alter the minutes.
9. Press the bottom-right button once more and the watch should display the correct time. Press the top-right button and the time will commence.

TO VIEW THE DATE

Once your watch is set to the correct time and date, to view the date, press the top-right button once. The display will return to the time after a few seconds.

TO VIEW THE SECONDS

To see the exact seconds displayed on the watch, press the button on the top-right two times. To return the watch to the normal time, press the top-right button one more time.

TO VIEW THE DATE AND TIME

If you would like your watch display to flash between the date and the time, push in the bottom-right button once. To cancel, push the bottom-right button five times.

TWO WATCHES!

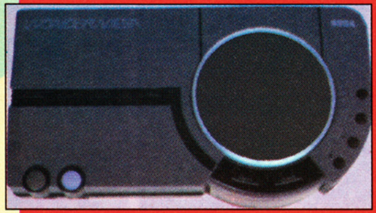
Take a look at the strap on your watch. What colour is that Electronic Arts logo?

Just to add to the collectability of these watches, we had them printed with two different colours. True Pros, of course, should have got their hands on both watches, but whether your logo is red or white, you can be sure that there's someone out there with a different colour.

MEGA-CD DELAYED

The Mega-CD's European launch has been delayed till 1993, probably the first half of the year. Sega have been quoted as saying that the delay is due to the lack of software support so far for the machine. Big titles like *Sonic* are now not due for release till 1993. The problem is also due to Sega's wariness at letting out any comprehensive development details till the machine was actually released. Hence most third party publishers are only now receiving their development kits and deciding what can and can't be done with the unit.

When will it really see the light of day in the UK? The plot thickens...



The Wonder Megas are launched in Japan this month. Check out pages 14 and 15 for full spec on Sega's new machines.

Speculation is also rife that this may be a Sega Europe smoke screen to throw Nintendo off the trail. Of course, Sega Europe may never actually release the unit. This would leave the way open for the Wonder Megas (revealed on pages 14 and 15) which could be launched at any time. Sega Europe kept pretty quite about the Mega-CD when it was launched in Japan, but they are all too eager let the UK press have a look at the Wonder Mega. The Super NES is launched on June 6, and the chances of seeing the Wonder Mega by the end of 1992 seem very high. Anyway, it's all just speculation at the moment, but it's nice to speculate.

QUICKSHOT IN CONTROL

High-flying joystick manufacturer Quickshot have come up with two new controllers that are bound to catch your eye. And best news of all, both are available in Master System and Mega Drive versions.

First up comes the Aviator joystick, shaped like an aircraft yoke. This appears to be a stick solely for flying and racing games but with a little practise it can be used for all types of games. The Aviator features frame-by-frames slow-motion, and four fire buttons with two dual-speed turbo fire selectors. The stick comes with a six-foot cable to stretch things out a little. The Aviator should be available as you read this at £34.99.

The next stick in the Quickshot range is the Intruder, a real mean-looking stick. It features dual fire buttons, two-speed turbo fire control plus all the usual start/select buttons you need. The stick looks very hi-tech but is easy enough to use. Again the Intruder comes with a six-foot cable and is available now for £29.99.

Enter the world of hi-tech control with the Aviator (left) and Intruder (below) sticks from Quickshot.

PRODATES

4/92	Back-up RAM cart (MD)	Japan
4/92	Magical Girl Silky Lip (MD)	Japan
4/92	Storm Road (MD)	Japan
4/92	Cosmic Fantasu Stories (MD)	Japan
4/92	Suraimu World (MD)	Japan
4/92	Pigskin (MD)	USA
4/92	Corporation (MD)	USA
4/92	Bad Omen (MD)	Japan
4/92	Darius II (MS)	UK
4/92	Ambition of Caesar II (MD)	Japan
4/92	World Rally (CD)	Japan
4/92	Pit-Fighter (honest) (MD)	UK/Japan
4/92	Aisle Lord (CD)	Japan
4/92	Death Bringer (CD)	Japan
4/92	Shadow of the Beast (MD)	Japan
4/92	Thunder Pro Wrestling (MD)	Japan
4/92	Slimeworld (MD)	Japan
4/92	Ambition of Caeser II (MD)	Japan
4/92	Grand Slam (MD)	Japan
4/92	Egoistic Gambler (GG)	Japan
1/4/92	JVC Wonder Mega launched	Japan
3/4/92	Take The A Train (MD)	Japan
8/4/92	Phantasy Star Adventure (GG)	Japan
8/4/92	Monster World 2 (GG)	Japan
23/4/92	Console XS launched	UK
24/4/92	Magical Taru-ruuto (MD)	Japan
24/4/92	Sega Wonder Mega launched	Japan
24/4/92	Hyper Professional Baseball 92 (GG)	Japan
24/4/92	Alisia Dragoon (MD)	Japan
29/4/92	Double Dragon (MD)	UK
5/92	F-1 Hero (MD)	Japan
5/92	Conquests of the Longbow (TD)	Japan
5/92	Battle Smash (MD)	Japan

DELAYS

- While Domark have assured us that *Pit-Fighter* will definitely be out in April, they do admit that *Roadblasters* may suffer from a little slippage.
- The biggest delay this month is the UK release of the Mega-CD, now put back until 1993 at the earliest – if ever!
- *Super Kick Off* fans will be disappointed to hear that the Game Gear version of the ProYo! football game will not be emerging just yet. Watch out for it creeping onto the shelves the end of the month or early May.
- News comes from Accolade that *Super Off Road Racer* has been slightly put back due to minor technical difficulties with the holder of the Nintendo licence Tradewest. All is pretty cool though, and this excellent game should be out in June.

Whispers...

Shush, I'm glad you're here. Sorry I couldn't make it last month – the heat was getting too close.

Game Gear owners, I reckon it's a safe bet that you will see your very own version of *Champions of Europe* in the not too distant future. Also, my contacts in the film trade have informed me (on a need-to-know basis, of course) that the Game Gear version of *Die Hard* has been doing the rounds at Twentieth Century Fox. When they have evaluated it and given it the okay (which they should), the game will hit the streets.

Lotus Turbo Challenge 2 on the Mega Drive is getting close. The Gremlins are rumbling in Sheffield, so start looking out for it in June/July. The green boys also fancy dabbling in a bit of roleplaying it seems, with *Hero Quest* possibly being converted.

Beat this. Someone, somewhere in Hong Kong has managed to produce a Game Gear cart with 12 Master System titles on it. Of course, this is highly illegal and some of the titles are rubbish, but the idea is certainly one Sega should look into.

The hottest CD game of the year will undoubtedly be Flying Edge's *Terminator 2*. News of this potentially explosive release was leaked on a visit to their offices, where they also expressed an interest in using actual footage from the film!

Although not as exciting, but certainly worth looking forward to, is *Afterburner III*, expected on Mega-CD in the next few months.

Whatever happens, you can be sure I'll be on the case, digging for dirt where others fear to tread.

● Ivor Leak

WINNERS

Owing to deadlines and minor technical details (like we forgot), the results were omitted from last issue. So this month you get two lots for the price of one.

SOFTWARE AVALANCHE
(SegaPro)
The lucky winner of £750 worth of software is Belinda Bullick in Belfast. We'll be in touch, Belinda.

THE GREAT GIZMOS
(Euromax)
The ten lucky winners of the Euromax joysticks are Steven Lloyd, Colwyn Bay; Chris Marsh, Bristol; Paul Huish, Porth; Lawrence Shaw, Rancliffe; I James, Leicester; Richard Walker, Cumbria; Jonathan Pearce, Poole; Stephen McKeown, Belfast; Simon Tracey, Connock and Peter Arnold, Southampton.

HASTA LA VISTA, BABY!
(Virgin)
The winner of the limited edition Virgin jacket is Chris Hough from Dover. Well done, Chris, the jacket will be winging its way to you soon.

The runners-up prizes of Terminator videos go to Lisa Moffatt, Ballyowen; Mrs J Hutchins, Berks; Colin McKenzie, London; Joe Perry, Devon and Stewart Pigott, Wirral.

MEGA-CD MAYHEM
(SegaPro)
The lucky person to walk away with a Mega-CD and three games is... (rustle of envelope) Paul Millward from Redditch.

Congratulations to all our winners. You may have already received your prize, but if you haven't got it by the time next issue's out, give Di "I'll get onto them" Tavener a call on (0225) 765086.

Our "Di". The original enforcer!

RENTAL AT LAST

The long-running Sega rental dispute has finally been settled. News is that they're definitely going to let members of the British Video Association rent out carts, but there are to be some strict conditions attached. These basically involve the video shop paying a lump sum fee for a rental licence, and then agreeing to purchase rental copies of games through Sega. These games will be specifically marked for rental only and cost a bit more than normal carts – very similar to the way normal video films are rented.

Also, Sega have announced that selected future titles may be released on rental first, just as an experiment. Up to 2,000 video outlets are expected to follow Sega's official line. It should, however, be stressed that Sega only hold the copyright to their own games, and products from third party producers like Electronic Arts, Accolade, Acclaim, Domark, etc will be covered by the specific company's own terms of sale.

PROCHARTS

This month's charts were compiled with the help of the most bodacious dudes at Kingbit Games, TV Games and Console Concepts.

MASTER SYSTEM

1	3	Sonic the Hedgehog	96%
2	NE	Asterix	90%
3	2	The Lucky Dime Caper	94%
4	RE	Castle of Illusion	NR%
5	2	Psycho Fox	NR%
6	4	Super Kick Off	90%
7	9	Secret Command	NR%
8	RE	Fantasy Zone	NR%
9	RE	Ghouls 'n' Ghosts	NR%
10	RE	Golfamania	NR%

MEGA DRIVE

1	NE	Desert Strike	92%
2	NE	Kid Chameleon	89%
3	NE	Two Crude Dudes	91%
4	7	PGA Tour Golf	NR%
5	1	John Madden 92	93%
6	6	Pit-Fighter	95%
7	NE	Super Off Road	NR%
8	3	RoboCod	95%
9	4	EA Hockey	NR%
10	2	Quackshot	95%

GAME GEAR

1	2	The Lucky Dime Caper	90%
2	1	Sonic the Hedgehog	96%
3	RE	Castle of Illusion	NR%
4	4	Ninja Gaiden	71%
5	RE	Wonder Boy	NR%
6	NE	Alien Syndrome	84%
7	NE	Chase HQ	74%
8	6	G-LOC	NR%
9	3	W Class Leaderboard	81%
10	10	Galaga 91	57%

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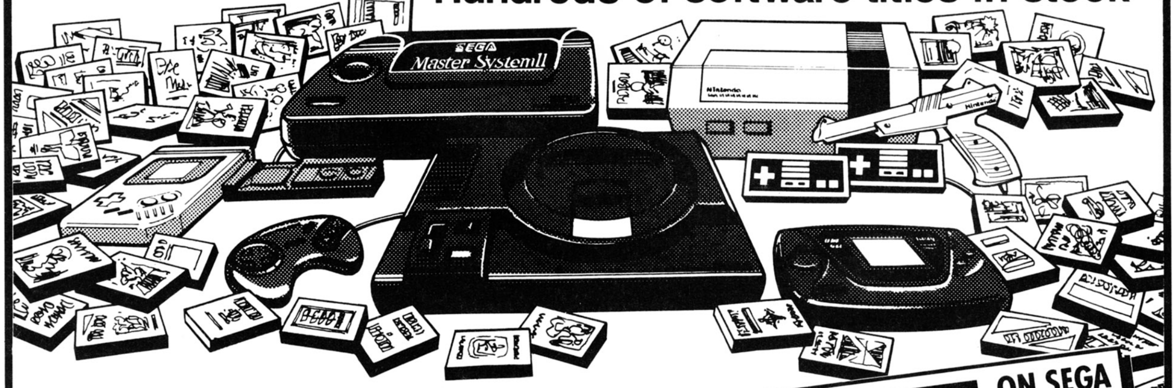

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BRENT CROSS Opp. Shopping Centre
WOOD GREEN On High Rd.
BASILDON Town Centre
STEVENAGE Roaring Meg Retail Park
MEDWAY On A229. Rochester Airport
SOUTHAMPTON City Centre
WOKING Town Centre

EAST ANGLIA

IPSWICH Jct A12/A45 by Tesco
PETERBOROUGH On Bourges Blvd.

MIDLANDS

DERBY On A52 Nottingham/Derby Rd.
BIRMINGHAM City Centre
OLDBURY Jct 2 M5
NORTHHAMPTON Town Centre
LEICESTER Fosse Park
HANLEY/STOKE Garden Festival Park

SCOTLAND

EDINBURGH Newcraighall

NORTH EAST

TEESSIDE Teesside Retail Park
METRO CENTRE At Main Entrance

NORTH WEST

STOCKPORT Peel Centre. Town Centre
WARRINGTON Opposite IKEA
PRESTON Blackpool Road

WALES & WEST

SWINDON Junction A419/A420 by Sainsbury
PLYMOUTH Western Approach, City Centre
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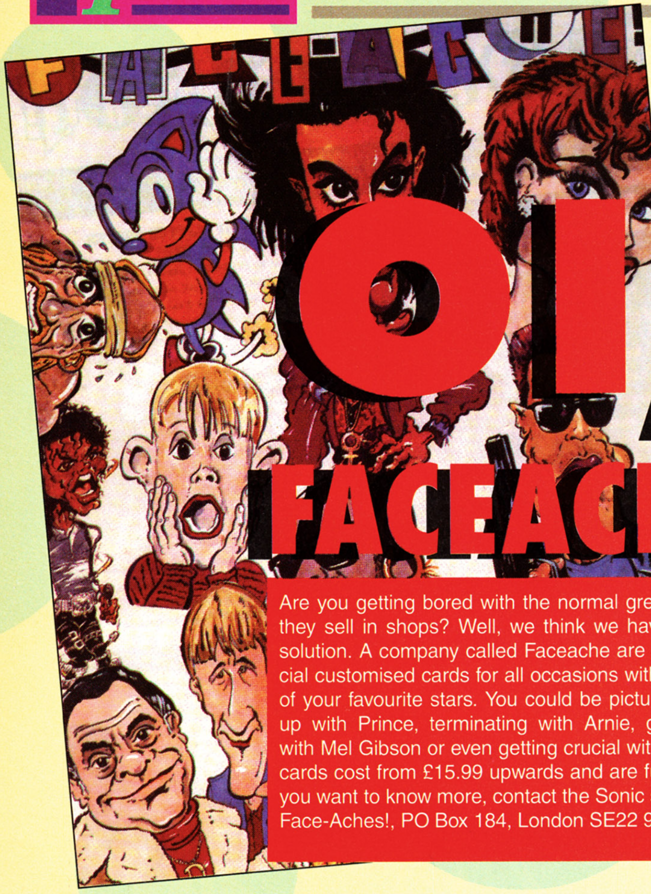
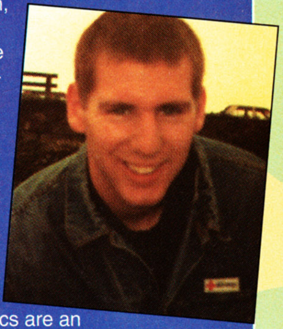


OI, FACEACHE!

Are you getting bored with the normal greetings cards they sell in shops? Well, we think we have found the solution. A company called Faceache are offering special customised cards for all occasions with caricatures of your favourite stars. You could be pictured lording it up with Prince, terminating with Arnie, getting lethal with Mel Gibson or even getting crucial with Sonic! The cards cost from £15.99 upwards and are full A4 size. If you want to know more, contact the Sonic scratchers at Face-Aches!, PO Box 184, London SE22 9AR.

2000 APOLOGIES!

Our apologies this month go to Simon Trenerry (pictured) who actually sent us our review copy of *Battlemaster* that was featured last issue. For some strange reason, we missed Simon's credit off the review. So, thanks again, Simon.



As well as Simon, we also humbly beg the forgiveness of Core Design who suffered at the hands of the "gremlins" last month. In our preview of *Chuck Rock* and *Corporation* we credited Gremlin Graphics with the original development. Although Gremlin Graphics are an incredibly cool software company, these two games were in fact developed by Core – sorry, guys.

Finally, our most sincere apologies go to Console Concepts. We reviewed their hand-held carry case last issue and mistakenly thought it was a Mega Drive case – now we know why we had to *squeeze* a MD in it. The actual Mega Drive carry case is much better, and fits around the console quite snugly. It comes in black, with the new Console Concepts logo emblazoned on it in red. You can get the Universal Carry Case from the CC boys for £19.99. Of course, they still have a Game Gear carry case for £10.99. Give 'em a ring on (0782) 712759.

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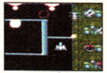

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ACCOLADE SUB-£30 MD GAMES

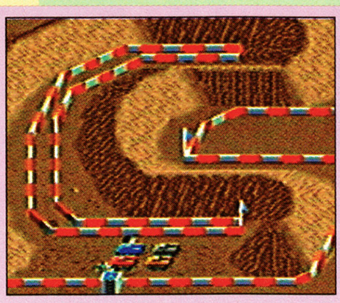
Accolade are the first UK Sega publisher to announce a range of Mega Drive games retailing at just £29.99. The new range, called Arcade Blockbusters, is designed to complement Accolade's existing Ballistic label and will be launched in May.

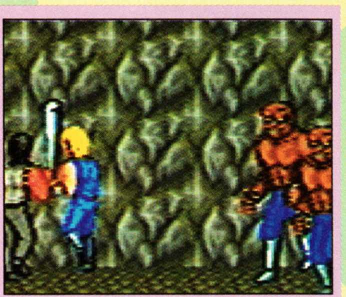
Too good to be true, it would seem, but there's no catch. Every game will be totally new to the Mega Drive, this is NOT a budget label rehashing old products.

The first two games on the pioneering label are the coin-op conversion of the beat-'em-up *Double Dragon* (reviewed on page 34) and the ultra-playable car game *Super Off Road* (previewed on page 24).

Accolade's decision to launch such a label proves that a sub-£30 retail price for Mega Drive games is not as unrealistic as Sega would like to make us think. It should be remembered that Accolade are flying in the face of Sega Europe, who refused them third party status after Accolade produced their own carts without Sega's permission. This means Accolade are able to produce cheap products and release them whenever they want – which is obviously better for the Sega owner.

Let's just hope Sega sit up and take note of this move by Accolade. Perhaps they will start to look at their own cart prices and drop them to a more reasonable level. If they fail to do so, they could not just fail to pick up new official publishers, but also lose some of their existing ones.



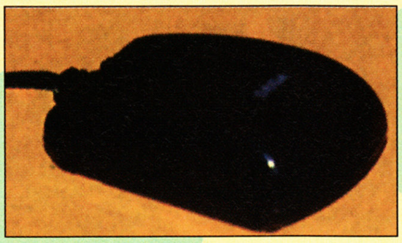


Double Dragon, launched next month, will be the first in Accolade's new Arcade Blockbuster range. Accolade are the first company to create a sub-£30 Mega Drive software range, and it should prove very popular. Their second release is to be the driving game *Super Off Road*, launched in June.

MOUSE TRAP

It looks as though the Mega Drive and CD-ROM are starting to introduce new accessories to the Sega scene. The latest is the Sega Mouse. Computer users will already be familiar with the mouse controller, but it is something completely new to consoles.

It comes in the familiar Sega gloss black colours and is ergonomically designed to fit in the palm of all sizes of hands. All three buttons are located on the top, ensuring compatibility with most software.



It will primarily be used for the CD-ROM (especially on the awkward track selection screen), but can also be used for playing RPGs.

MAY FAIRS

More dates for the All Formats Computer Fairs coming up over the next few weeks. It's best if you call the show's organisers before you visit the event, just to check how much console coverage there will be at each show. The man to scream at is John Riding on (0225) 868100. The show rolls...

On Sunday April 26 at the Motorcycle Museum in Birmingham, off junction 6, M42.

On Saturday May 16 at the Sandown race course, Esher, off junction 9 or 10, M25.

On Sunday May 17 at the Temple Meads railway station in Bristol.

The fairs are open from 10am to 4pm and entry costs £4. Of course SegaPro readers get in a little cheap-

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It's almost time once again for the Computer Shopper Show, and this year SegaPro readers will get in a little cheaper. If you are one of those people who thinks that the Shopper Show is just for techie freaks then think again...

This year the organisers have teamed up with game software companies to include a Game Arena Experience, a place where you can try out the latest games without being hassled by an overwrought PR person. You will be pleased to know that a console alley is also going to be there so you can try out the hottest Sega products.

The Computer Shopper Show is being held at Olympia in Kensington from May 28-31. Normal admission prices are £6 for an adult and £4.50 for anyone under 16. However, if you use the voucher printed here you'll get in for a quid cheaper.

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NEWS FROM JAPAN

WOND

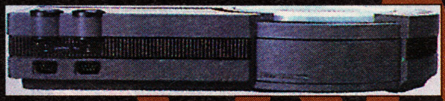
Everybody knew something was happening, but it is only now that we can finally see what Sega and JVC have been up to over the past few months. It was on February 26 of this year that Sega and JVC made a formal announcement expressing their intentions to launch two new machines in April. These machines were to combine the brains of a Mega Drive with the mechanics of a Mega-CD – all in one. But it is not till now that the full enormity of this announcement has hit home.

Just one look at these machines, which are the same bar a few bells and whistles, shows that Sega and JVC are entering a new era in computing. For Sega, this is the first machine to break away from the black, rounded styling of their whole video game range. Now they prefer the charcoal grey exterior as seen on the Tera Drive. Meanwhile, JVC's Wonder Mega machine is at the heart of their newly-created AV Amusement Division.

Forget the Mega-CD, these machines are what Sega really wants to be at the centre of their CD revolution. Read on, or miss out…

It's all a bit confusing, isn't it? Two machines have been launched by different companies. They look the same, they feel the same, they even have the same name – yet they are different machines with different prices. So what's going on?

Many months ago, Sega and JVC got together to devise the Wonder Mega. The each had their own plans for the machine.



Sega wanted a complete machine to attract existing computer and console users to change to the Sega CD format. On the other hand, after dabbling in Nintendo (coming up with *Star Wars* in the States), JVC wanted to break into the multi-media revolution in a big way. However, like a lot of us, they are not convinced Philips' (or, indeed, Commodore's) philosophy of home edutainment will break the CD format. While Sega's CD format will allow them access to a large game freak section of Japan, they also want to take the unit further into home entertainment. And what is the biggest growth industry at the moment? Karaoke. JVC want the all-in-one unit to appeal to video gamers, karaoke fans, hi-fi buffs, musicians and, if necessary in the future, the edutainment fraternity.

Clockwise from above: the Sega (left) and JVC machines side by side; the rear of the Wonder Mega holds many delights, especially a MIDI socket on the right; the front of the unit has pad sockets on the left and behind the door on the right, holes for mikes and headphones; the Sega Wonder Mega; JVC's Wonder Mega, note the external CD controls.

So you see, while they both wanted a complete CD system, Sega didn't really want to bog theirs down with things like karaoke software, etc. And because JVC intended to push their unit through the high street hi-fi stores, and Sega wanted to market it as a computer there would be no problem in them co-existing.

First off, let's see what the Sega and JVC units have in common.

Like portable CD players, the Wonder Mega is top loading. There's a slot on the left for a normal Mega Drive cartridge and a lid on the right for inserting the CD. On the left of the slab of charcoal plastic that encompasses the Wonder Mega's guts are two buttons, for power and reset. Over on the right are the CD player's external controls. (The Mega-CD is totally software controlled, which has led to much criticism.)

Looking down to the front of the machine, we start to see a few changes. On the left are the normal two sockets for the joypads. Over on the right, however, is a little sliding door. Behind this you'll find a headphones socket (with volume control), left and right inputs for mikes (with record level control) and a rotating knob to alter the effect. "The effect?" the nation says as one. Yes, this is all to do with the karaoke bit of the machine – check out the karaoke box elsewhere. Sound interesting… but not as interesting as the sockets around the back.

On the rear, from the left, you get a system control socket (for incorporating the Wonder Mega into a JVC hi-fi system), the infamous EXT socket

IT'S THE REAL THING

People have often accused CD-ROM units of not having the mettle to crack it with the big boys when it comes to being used at the centre of an audio visual set up. The sound quality, they said, was not up to scratch. We now they'll be swallowing their mikes.

The Wonder Mega is equipped with a 1-bit DAC sound translation system as employed on JVC's standard CD players (just what the hi-fi mags rave over).

They've even thought of adding a control which allows you to enhance the sound depending on the source. Setting it to EX BASS for music will compensate for the tinny sound you get from normal headphones and give the music much more depth. Game Position should be used for the rest of the time as this gives a surround sound feeling which adds tremendous atmosphere.

KARAOKE KRAZY

Karaoke isn't just the craze sweeping the nation, it's the craze sweeping the world. It all started in Japan, and that's where it's developing at one hell of a rate. The Wonder Mega is fully equipped to cope with the revolution.

On the front are the two mike inputs. You also get built-in echo effects, pitch controller, vocal masking and vocal replace.

Vocal masking allows you to play you normal CDs and mask out the voice, allowing you to sing over the top of the music instead.

If you play a multiplex transmission karaoke CD (only available in Japan at the moment), vocal replace allows you to sing along to the music with no lyrics from the CD. However, if you stop belting out your fave tune, the CD will start to sing by itself. (Could be great for doing duets with your favourite singers.)

Finally, of course, the unit's CD+G compatibility means all the lyrics to the song can be displayed onscreen.

©SEGA 1991 Ver1.00

ERMEGA

(which can only be used for the modem at the moment), an RF out for the TV, a Super Video output for ultra hi-res pictures, normal phono outputs for composite video and stereo audio and finally a MIDI socket (see MIDI box).

The whole lot is run on a normal Sega power supply which plugs in the final hole of this multi-socketed, multi-faceted monster.

The units differ in a few ways. The Sega-badged machine has a black power button while JVC's is white. The rim around the Sega CD lid is white, JVC's is black, and finally Sega have used the normal Mega Drive joypad, while JVC's is rebadged (with their Japanese name "Victor" – Japanese Victor Company) and coloured charcoal grey.

Finally, the price for Sega's baby is ¥79,800 and it will be launched on April 24, while JVC's has a karaoke and games disc included and costs ¥82,800, being launched on April 1.

WONDER MEGA COLLECTION

JVC's Wonder Mega includes a software disc that will only be available with the unit. It will not be on sale separately.

If you select CD+G from the title screen, you can enjoy CD Karaoke. The *Wonder Mega* Collection includes four tracks with display pictures and lyrics onscreen to which you can sing along.

If you select CD-ROM from the title screen, you'll be taken into *Game Garden*. This contains four games: *Quiz Scramble, Flicky, Pyramid Magic* and *Paddle Fighter*. Of these, only *Quiz Scramble* is an original product, the other three are just Mega-CD updates of old games.

Quiz Scramble

A strange one this. You play a scientist who, along with his assistant, has been accidentally sent to another world by his own momentary transfer machine. In order to get out of this world, they must gather energy, in the form of intellect, for their time travelling device by answering questions given by the animals that inhabit the land.

Quiz Scramble contains more than 4,000 questions, so it's very unlikely you'll see any repeats. The game also contains a variety of screens and sounds including live pictures and voices of animals.

Flicky

A simple upgrade of Sega's old platform where you have to save chicks. This version contains 48 levels plus a few bonus games. The major improvement has been in the sound department where it makes full use of the CD's capabilities.

Pyramid Magic

This puzzle action game was also originally developed by Sega. Your character opens various coloured wooden boxes in order to beat the monsters who block the exits. There are over 100 stages, and you can even create more.

Paddle Fighter

This too was an old Sega action game. It's sort of a two-player version of future air hockey. Your aim is to become an emperor of the aero-hockey, but to do this you must beat the other seven combatants (including women!). Each enemy has their own special move, but if you beat them you acquire their special talent. First to seven wins the game.

MINI MIDI MICI

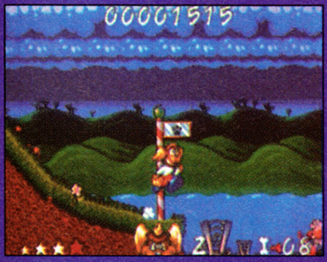
You know the Wonder Mega has a MIDI socket, but what does this mean? Well, MIDI (which stands for Musical Instrument Digital Interface) is a music industry standard. Therefore all units with MIDI capabilities can by linked together.

For instance, you could play your electric keyboard connected to your Wonder Mega and with the right "sequencing" software you could record what notes had been played and fiddle about with the sequence, adding effects etc.

MIDI was designed to make the creation of music much easier and that's just what it does. If a Sega keyboard and software were released at the right price, this area of the Wonder Mega could really take off.

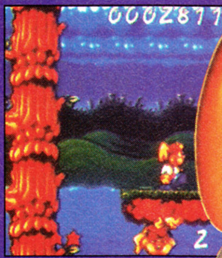
WHO IS WONDER DOG?

The character of Wonder Dog is JVC's answer to Sonic and Mario. Wonder Dog is at the centre of JVC's Wonder Mega marketing attack. His aim is to promote their AV Amusement Division by employing such catchy advertising lines as "CD has started playing", "Amusement Revolution", etc. And JVC's marketing attack isn't just limited to Japan, they say they are committed to promoting AV Amusement in America and Europe – although they did not intimate as to any time scale.



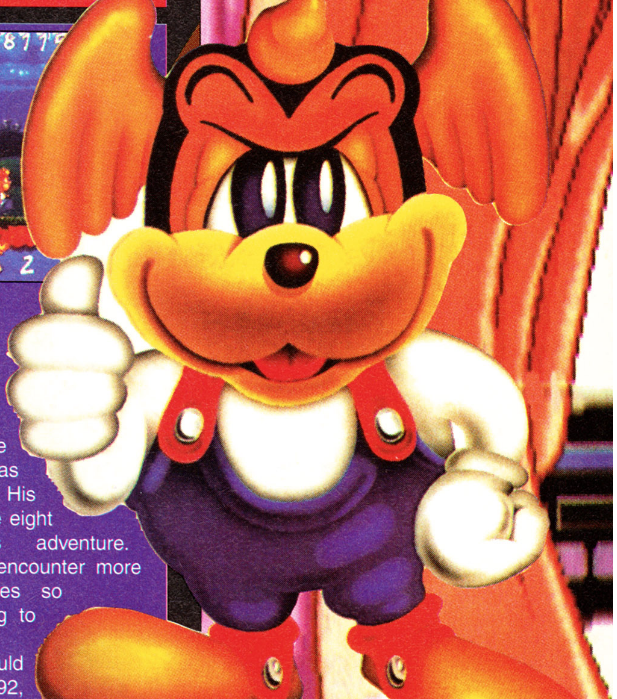
Wonder Dog, the game, is to be launched in Japan in late June. Surprisingly, the game was actually programmed right here in Britain. The guys behind it are the Derby-based development house Core Design (whose previous credits include *Corporation*, *Chuck Rock* and *Heimdal*). And what have they got to say about it? Absolutely nothing. Nope, the "boys" at Core aren't allowed to say anything about their lucrative project. They wouldn't even confirm that they had done it till we told them we knew all about it. All we can say is, well done lads, it's about time some British talent was recognised by the Japanese.

The story is set in the countryside of old England. Suddenly, a huge bone falls to Earth with a massive thump. Then, from inside it, a little dog appears. At first it seems he is a lovable puppy, but he is actually a hero from space who has been driven from his hometown by invaders from other planets. Of course the guy has super powers for his name is Wonder Dog.



Wonder Dog scrolls in both horizontal and vertical direction. Along his route, he can use weapons as well as run and jump, etc. His goal is to clear the eight stages of his adventure. However, he will encounter more than 400 enemies so things aren't going to be easy.

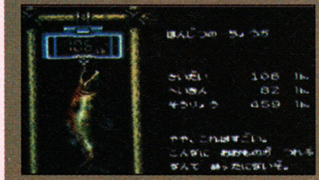
Wonder Dog could be the icon of 1992, taking over where Sonic let off. The cheeky rascal even sticks his thumb out occasionally.



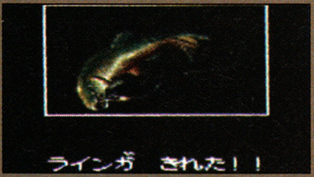
NEWS FROM JAPAN

SUSHI SOFTWARE

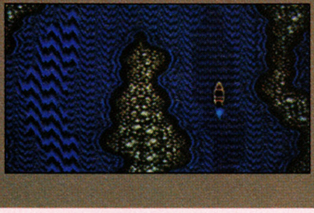
About the only fishing game in memory is a very dodgy computer affair endorsed by Jack Charlton. Now, from the nation the made us eat raw fish under the premise that it was some yuppie food called sushi, is proffering a console fishing game.

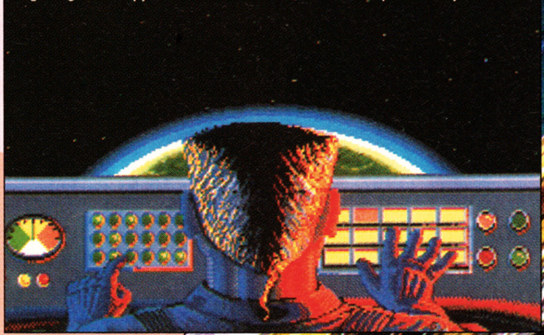


Now you will be able to experience the joy(?) and excitement(?) of catching poor little defenceless creatures without having to sit on a river bank for hours on end catching nothing but a cold. Quite how this one goes down will be interesting to see, but it safe to say that it could quite literally get you, er, hooked. It should be swimming onto the Mega Drive this August.

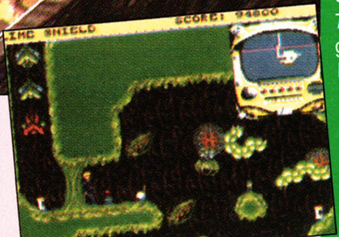


A fishing game? The Mega Drive is becoming a very twisted machine.





From hand-held to console is not the normal direction for a conversion, but such a great game as Epyx's *Slimeworld* should not be limited just to the Lynx.



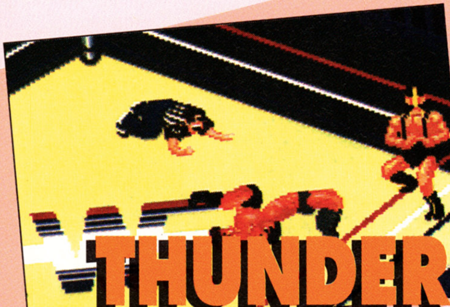
SEGA ARE SLIME!

Todd's Adventures in Slimeworld was one of the most popular games on the Atari Lynx. If you were sucker enough to buy a Lynx, you will be interested to see this little game receiving a conversion to the Mega Drive.

You are Todd, space explorer and glory-hound extraordinaire. Your ship has landed on Slimeworld and it is down to you to explore the planet, getting all the minerals and bits and pieces lying around. The inhabitants of this planet are not too impressed with you wandering around and do their slimy best to stop you. You are armed, as every good explorer should be, and can blast away at them. If you get slimed by the locals, just walk into the nearest lake to wash yourself down and stock up on water.

Both brains and brawn will be needed in this game as you struggle to get through all the caverns and back to your ship so that you can blast off to safety.

Like *ToeJam & Earl*, this game splits the screen to allow two players to compete at the same time. This alone should make *Slimeworld* one sticky game to play.



THUNDER STRIKES TWICE

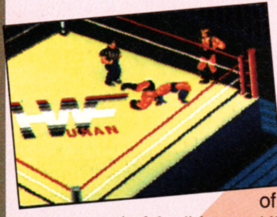
Wrestling is big, big business in Japan. And we don't mean sumo wrestling. Nope, this is the "real" thing – the full WWF. Yes, those guys apparently make regular trips to the Orient, and excite the little folks of the East just as much as they do the fans in the West.

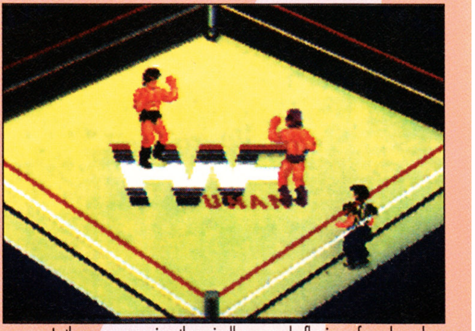
Anyway, what this means is that we are probably to soon get a deluge of wrestling games (following on from *Wrestle Wars* and *Ringside Angel*).

The first up is *Thunder Pro Wrestling*, a tour de force of muscle-bound morons. Most of the characters in the game are based on actual American wrestlers – although the names have been changed to protect the guilty.

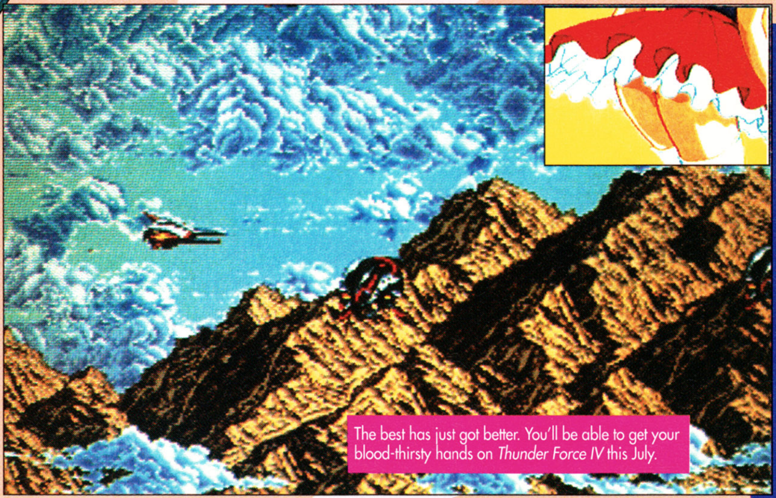
One or two players can take part, either fighting against each other or teaming up to take on some computer opponents. In the spirit of American wrestling, the fighting not only takes place in the ring but also in the surrounding area outside the ring.

In fact the only way this game differs from the real thing is that the fights aren't so blatantly rigged. This 4Mbits of wrestling mayhem can be obtained at the end of April from a UK importer.





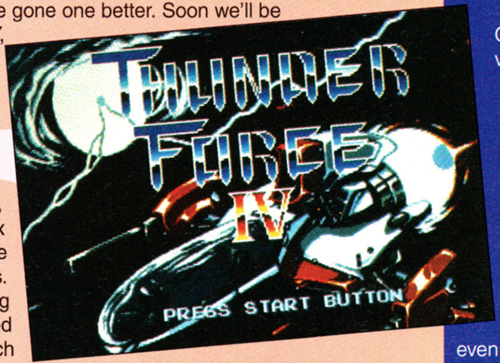
Is there no escaping the mindless muscle flexing of modern day wrestling? Now Mega Drive owners have to suffer the insufferable as *Thunder Pro Wrestling* "hits" the canvas in choreographed motion.

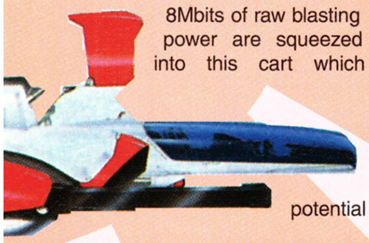

The best has just got better. You'll be able to get your blood-thirsty hands on *Thunder Force IV* this July.

YOU'VE BEEN THUNDERSTRUCK

Thunder Force III is widely acknowledged as one of the most attractive, challenging and downright brilliant shoot-'em-ups available on any console. The levels are long, the guardians massive and the sound and graphics take you out of this world.

Well now the programmers have gone one better. Soon we'll be seeing *Thunder Force IV*, Technosoft's long-awaited follow-up.

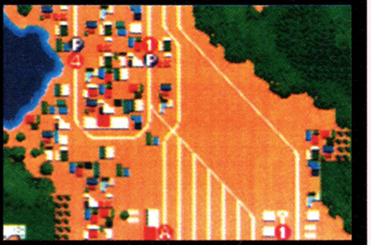




Yet again you control the heavily armoured ship, Thunder Spirit, with five different types of weapon at your fingertips. The backgrounds are still brilliant, combining multi-layer parallax scrolling with other elements like water and clouds. 8Mbits of raw blasting power are squeezed into this cart which should be out in July.

Mega-CD owners will go completely mad as we reveal that Technosoft are also currently working on *Thunder Force V*. Little is known of the project, but the potential for it is phenomenal.

WE'RE GETTING THERE


You've had to bomb them, you've had to run over the top of them, but never before have you actually had to control the running of a train in a MD game – till now. *With Take the A Train*, the Mega Drive is certainly back on the tracks.

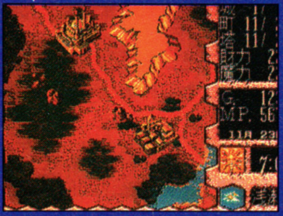
The Japanese are renowned for having one of the most advanced rail systems in the world. They are also known to have a particular penchant for strategy games. Now the two are united in a strangely titled game called *Take the A Train*.

Every dad's dream to control the running of a network of trains can now be realised as you take the role of the big, fat controller. With Les being a closet trainspotter, you can be sure we'll be tracking this down when it pulls in to

ム列車が事故をおこしました
GAME OVER

CATCH THE WIZ

After *Shining Force*, Sega's next big RPG is to be *Dark Wizard*. Unlike *Shining Force*, *Dark Wizard* will only appear on the Mega-CD. Its planned launch is in July, although like *Shining and the Darkness*, it will prove very difficult for UK players to play till an official English version is released.

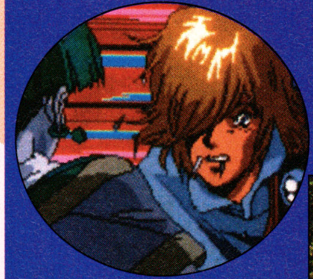


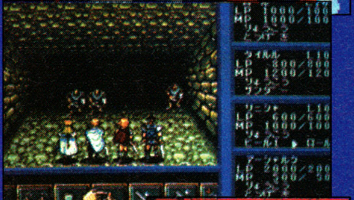
Most of the game is played from a top-down walkaround view, as in *Funky Horror Band*. From here you enter buildings and talk to the many people that inhabit the mystical land. When you start up a conversion, the CD really kicks in. You get a great static of the person you're chatting to along with a bit of Japanese speech.

It all sounds like normal Mega-CD fare, but should at least provide a few headaches for RPG fans.

- After the dreadfully unplayable RPG *Ax-Battler* many months ago, Game Gear owners are now preparing themselves for a conversion of the mega-successful MS/MD *Phantasy Star* series.

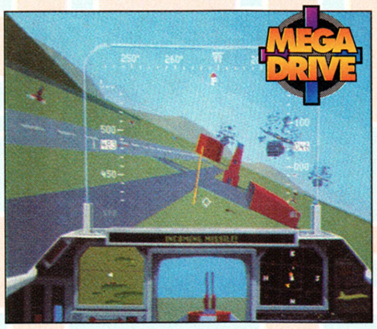
  Phantasy Star Adventure weighs in at just 1Mbit (very small for an adventure) and is, unfortunately, completely Japanese. Yep, unless you are fully conversant in Japan's mother tongue, you're going to find this one very difficult.
- Also coming on the Game Gear is *Wonder Boy III: Dragon's Trap* (what happened to *Wonder Boy II*?) You play the eponymous kid romping through levels killing magical monsters to rescue an even more magical (in your eyes, anyway) princess. The game looks very similar to the MS version, so let's just hope that it retains the playability too.
- CD owners look out for *Aisle Lord*, one of the slickest produced games so far. Taking a *Dungeon Master* perspective, this game not only takes you through hundreds of locations, it is also a game that really utilises the extra space on the CD. There are loads of brilliant full screen animations, complete with speech provided by top actors. It's just been released, and could be the gem of Mega-CD RPGs.
- Also on the Mega-CD this month is *Death Bringer* – another RPG. It comes from Riot, but looks nothing special. Oh well...





DEATH BRINGER

STEEERRRIKE!



MicroProse zoom onto the Mega Drive this month with their high flying simulator, *F-15 Strike Eagle*. Sadly, it's only out in the US at the moment.

MicroProse have long been developing amazing simulation games for computers, but as yet have failed to put any of these onto console. They are, however, famous the world over for computer games like *F-19 Stealth Fighter, Silent Service* and *F-15 Strike Eagle*. The American division of MicroProse has recently acquired a Sega publishing license and it looks as though the UK operation should get one soon too.

The US division's first product is going to be *F-15 Strike Eagle 2*. You take the role of pilot in one of America's mighty war planes. You must undertake missions in various areas of the world, concentrating, of course, around the Middle East. The superb 3-D graphics on the computer versions really gave you a realistic feel, and MicroProse are working flat out to ensure this atmosphere is created on the Mega Drive.

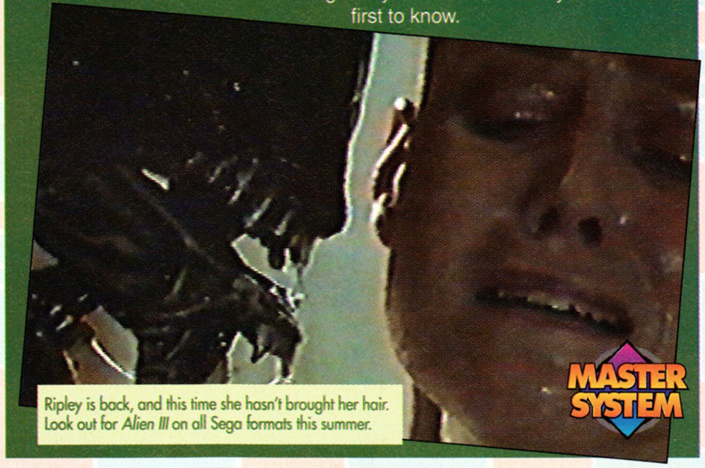
F-15 Strike Eagle will be flying onto American screens in June. A UK launch has yet to be confirmed, but we would hope to see it within the next few months if MicroProse gain their official developer status.

Other US releases include *Railroad Tycoon* and *Solo Flight*. As far as we know there are no plans to convert these titles to either the Master System or the Game Gear due to the games' complexity.

THE ALIENS ARE BACK

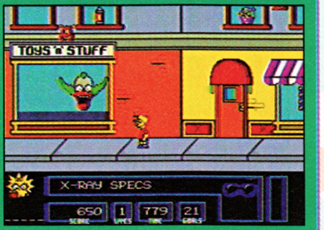
Master System owners can look forward to the hottest movie of the year inside their machine soon. The film Alien III (which should be the Terminator 2 of 1992) will emerge in the summer, and coincide with the Sega game's release.

A stunning game will be needed to match the promise of the film and Flying Edge have assured us that a stunning game is what you will get. Details of the game are a little vague at the moment but you can rest assured that as soon as we get any more information you will be the first to know.



Ripley is back, and this time she hasn't brought her hair. Look out for *Alien III* on all Sega formats this summer.

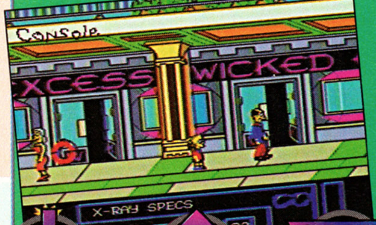
FLYING MUTANTS

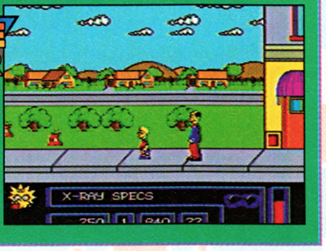


Eat my Master System! Bart and TV's most infamous family are Segaing soon.

Bartmania hits the Mega Drive in July, the Master System in August and the Game Gear September.

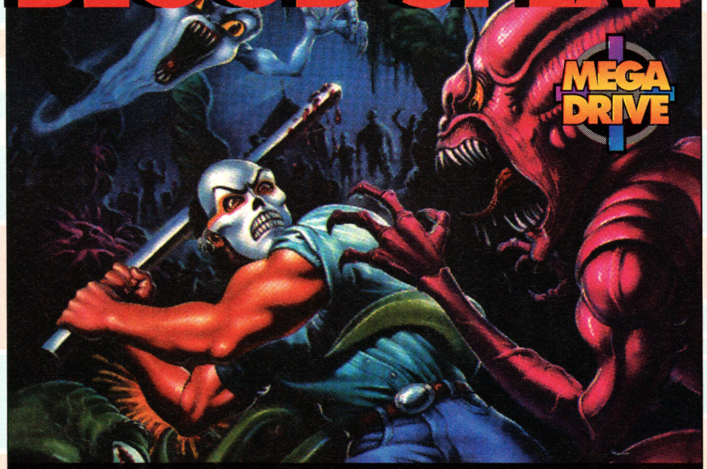
All your favourite characters appear in *Bart vs the Space Mutants*, as you help the eponymous character free Springfield from the grip of the evil-minded aliens. Bart is the only one who can see the aliens (through his x-ray specs) who have possessed the inhabitants of Bart's hometown in something like a scene from Invasion of the Body Snatchers.





Now Bart must spray paint the town red to reveal the creatures and hopefully put them back on their spaceship and send them home. Aye carumba!

BLOOD SPLAT



It literally splashed onto the PC Engine last year, and now the sequel to the controversial *Splatterhouse* is to splatter onto the Mega Drive. The game features the most blood-thirsty graphics ever seen – even challenging the great *Immortal*.

Playing a character called Rick, who is not unlike Jason Vorhees from the Friday the 13th movies, our hero must battle through nine rounds full of the most revolting, grotesque creatures. *Splatterhouse 2* is packed with loads of graphics, and subsequently comes on an 8Mbit cart. It is also likely to carry a warning sticker about scenes in the game being unsuitable for younger players (which ensures much higher sales, of course). If you think you can handle the gore, *Splatterhouse 2* will be out in June in America.

GOOD YEAR
28
Ferrari
GRAND PRIX
CHALLENGE

SURFIN' FERRARI

Fans of the racing game genre are in for a real treat as software superstars Flying Edge (née Acclaim) turn their attention to the track. *Ferrari Grand Prix Challenge* gives you the ultimate thrill of zooming around the world's premier grand prix tracks at break-neck speeds.

You view the track from the cockpit of your powerful Ferrari racer. This game is packed with realism – the only things missing are the flies splatting on your visor and the chatter of the pit crew in your ear.

Despite not winning a championship in recent years, Ferrari are still one of the most respected teams in Formula One and this licence is most prestigious.

As yet, it's unknown whether we'll see all the drivers of the present championship included, but let's hope so. Above all, the most interesting feature of this game is the two-player option. Here the game splits the screen into two, and allows two players to compete head to head. This makes *Ferrari Grand Prix* technologically far ahead of games like *F-1 Grand Prix* and *Super Monaco GP* (although *SMGP2* is expected within a few months).

Flying Edge are hoping to have *Ferrari Grand Prix Challenge* zooming the streets in August. Look out for a major preview here soon, plus news of a great comp.

/pic of ferrari from flyer/

Ferrari Grand Prix Challenge heralds the start of a new era in Mega Drive car sims with split screen action only ever seen before on the Master System.

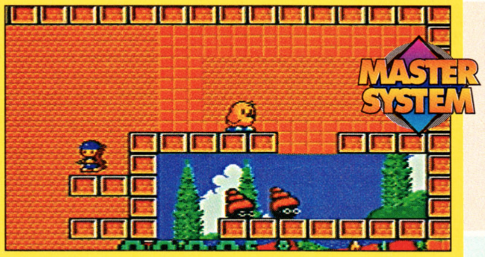
WORLD CLASS?

Due for a release at the end of June/early July is the Mega Drive version of *World Class Leaderboard*. US Gold claim that they have made the best even better with extra features and more content than the Master System version. Well we should hope so, too.

With *Arnold Palmer Golf* and *PGA Tour Golf* still wowing golfing Mega Drive owners, US Gold will really have to come up with something special for their next release. Continuing their sporting line, US Gold have an Olympics tie-in for the following month.

Fooooooorrrre! Will *World Class Leaderboard* be par for the course when it finally emerges on the Mega Drive?

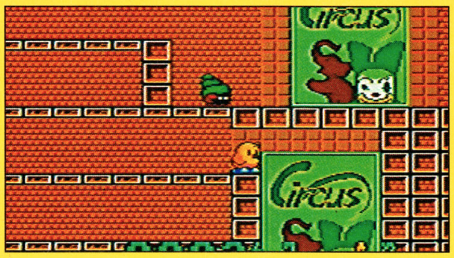
STUFF THE KIWIS



Tecmagik are currently very hard at work on *New Zealand Story* for the Master System. The game appeared on the Mega Drive almost two years ago, but Taito's arcade adventure masterpiece has taken its time to appear on 8-bit.

Simon Freeman, programmer of Master System *Populous* and *Shadow of the Beast*, is at the helm which assures us of a totally accurate conversion.

From these screen shots, Simon's work seems near to fruition and looks well on target for the July release. Look out for a feature preview next issue.



It's taken its time in coming but *New Zealand Story* is now well on target for the Master System in July.

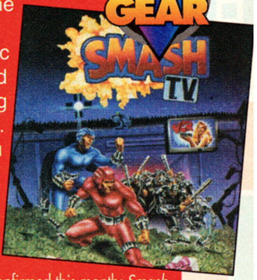
SMASH AND GRAB

The hit coin-op *Smash TV* is now set to appear on the Game Gear, as well as the originally planned Mega Drive. Flying Edge have secured the rights to the game and have no hesitation in bringing the action to hand-held.

The game is set in a futuristic TV show where you run around collecting prizes whilst blasting away at all manner of enemies. Of course, if you succeed you get the ultimate prize, your life; lose and you won't be playing any more games.

The frantic action in this game is ideally suited to consoles, but Flying Edge say they'll have no trouble fitting this colossal game into the hand-held.

Smash TV is released in October on MD and November on GG.



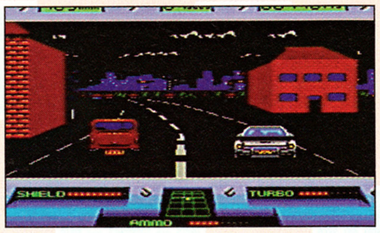
Confirmed this month; *Smash TV* on the Game Gear.

OUT RUN IS BACK

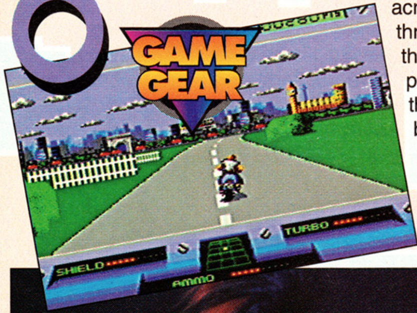
Out Run Europa, the Master System ProYo! in SegaPro#2, is now to come out on the Game Gear via the original's programmers US Gold.

You are special agent Simeon Kurtz who has lost top secret documents and must regain them before the boss sacks you. Now you have to chase the enemy agents who have acquired them. Using five different modes of transport (bike, speedboat, jet-ski, and two types of car), you must race across land and sea through the five levels of the game. The resulting pursuit turns into something like a cross between *Out Run* and *Chase HQ*.

Check it out on the Game Gear this June for just £24.99.



More race and chase exploits courtesy of US Gold in their cracking conversion of *Out Run Europa* from the Master System.



ARNIE'S NOT BACK

MEGA DRIVE
Yeah

One of the surprise hits of the year is sure to be *Predator 2* on the Mega Drive. The presentation on the game is excellent, featuring digitised scenes from the film, but the action is what makes this really special.

You play baggy-trousered Danny Glover, the rebellious cop out to bring down the drugs barons totally unaware of the predator's involvement.

In the first level you have to run around the streets of the city rescuing the hostages from the hoods and thugs running amok with guns and drugs. The ever-present Predator is attracted by all this violence and picks off people at random, be they hostages or druggies. The second level takes you onto the roof of an apartment, from which you have to descend while shooting hundreds of aggressive Puerto Ricans.

Only on Mega Drive at the moment, *Predator 2* should be out for September.

RAZOR STORM

Razorsoft are an American company who've been producing cracking Mega Drive games like *Techno Cop, Stormlord* and *Slaughtersport* (*Fatman*) for over a year now. In the US, Razorsoft one of Sega's top third party licensees, but for reasons unknown, they haven't been able to distribute their products in Europe so far.

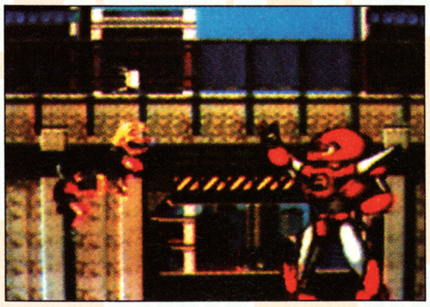
Luckily for us, importers are always eager to get their hands on Razorsoft products. The next corker to come our way will be *Stormlord 2*, sequel to the conversion of Raffaele Cecco's hit Spectrum game. It's basically the same format as the first, packed with gorgeous graphics and superlative sound. Its release in June is practically one year to the day after the original game.

DOUBLE TROUBLE

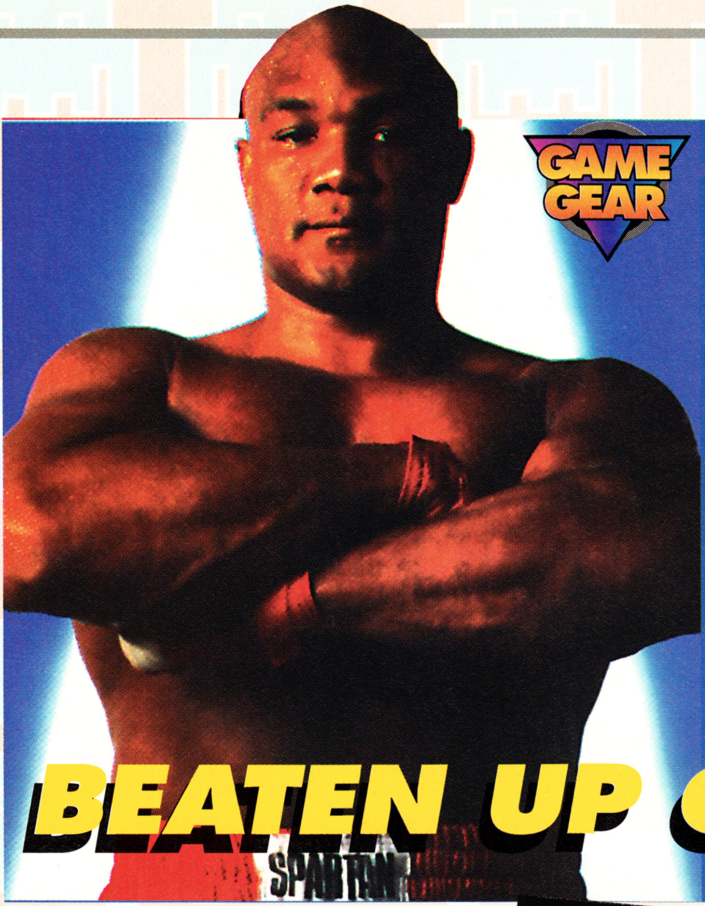
Trouble Shooter is one of Sega's own releases appearing in the States next month. The game is a one- or simultaneous two-player shoot-'em-up featuring two gals called Madison and Crystal.

The team enters a robotic underwater world where they have to battle through multiple levels of robot nasties in their attempts to rescue Prince Eldon. The evil Blackball is holding him prisoner and it is up to the dynamic duo to get him back.

Providing the release schedules hold up (not always a certainty) we will have a review of *Trouble Shooter* next issue.



Help Madison and Crystal rescue their beloved Prince Eldon in *Trouble Shooter*.



BEATEN UP GEAR

Like Arnold Palmer, George Foreman is one of those aging sports stars with a ruck of bills to pay and no proper income any more. But George has taken a leaf out of old Arnold's book and joined forces with Flying Edge to bring Game Gear owners *George Foreman Knockout Boxing.*

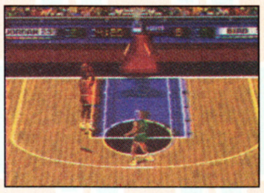
George Foreman was world heavyweight champion years and years ago, but recently came under the spotlight when he announced his intentions to return to the ring and regain his title. Well, he didn't, so instead he's trying to get some money from this licence. But with your help, he can change history and once again fight for the crown and hopefully win it.

The GG version is expected in July, with a Master System version following in September.

FIVE TO ONE

Basketball fans who don't want the pure unadulterated violence of *Arch Rivals* (reviewed on page 58) will no doubt be interested to hear that Electronic Arts are releasing a more serious basketball sim in the shape of *One on One: Jordan vs Bird.*

In case you didn't know, Michael Jordan and Larry Bird are two of the hottest properties in American basketball today. To make the game totally realistic, both of the players were actually involved in its production, ensuring total accuracy.


If you aren't seven feet tall then you probably won't be much good at the real game, so give this a try.

The fast-paced action puts you head-to-head against the computer or a human-controlled opponent. The game contains all the aspects of EASN (replays, accurate rules, etc) and looks like being the *EA Hockey* of 1992.

Electronic Arts are still unsure of a release date, but expect it in the next couple of months.

GAMETEK WHEEL SPINNING

GENESIS
Over 4,500 All New Puzzles!
WHEEL OF FORTUNE

Last month we revealed that the hit American game show *Wheel of Fortune* was making an appearance on the Game Gear. This month news has reached us that Gametek are also producing a Mega Drive version.

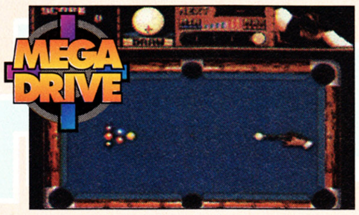
By the sounds of it, *Wheel of Fortune* will have very little to do with the weak British attempt at copying the US show – which can only be a good thing. June has been pencilled in as a release date, although the exact date hasn't been fixed yet. So start looking towards an importer near you in July.

POOLSIDE FROLICS

No matter where you go these days, you'll always come across some hot shot pool hustler looking to totally embarrass you in front of your friends (unless you're a hustler yourself like James).

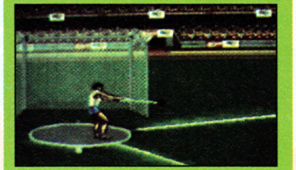
If they can see you coming like a kipper dressed in orange shorts, then Data East could have just the game for your Mega Drive. Now you can sharpen your snookering skills with the Sega conversion of *Side Pocket* (which originally came out on the Game Boy last year).

You start as a rookie player but with a lot of skill and a little luck you can soon become a top class hustler. There are two different kinds of pool games on the cart: nine ball or pocket play. *Side Pocket* is due for its US release in June so look out for a hot review soon.


Get ready to rack 'em and roll 'em. Stay on cue with *Side Pocket* in June.

GO FOR GOLD

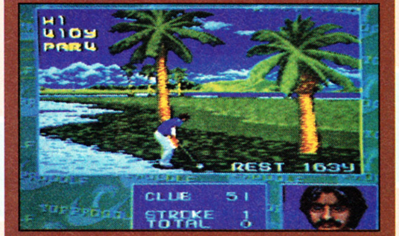
Sports games abound this summer, as always, and here comes another from US Gold, *Olympic Gold.* This is going to be the only officially licensed game for the Olympics, and so it will be the only one carrying the official five-ring insignia.


Save our pride and win one for Britain in *Olympic Gold.*

Eight events are included, and four players can compete by taking their goes after each other, as in *Winter Challenge.* All versions should be released to coincide with the Olympics, so expect to see them around June.

PLAYING WITH THE PROS

Joining *World Class Leaderboard* on the Mega Drive next month is Softvision's very own *Top Pro Golf.* This 8Mbit cart features some very tasty graphics, with a behind the player perspective of immense proportions.



If there are many more golf games we'll all end up getting "clubbed" to death. (From *Les's Book of Jokes*, available at all good newsagents now.)

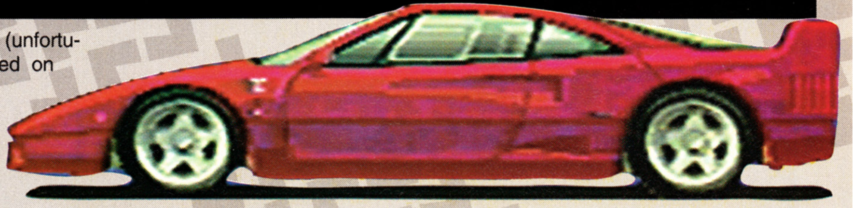
All aspects of golf will be included, even practising on the driving range and putting green. This summer looks as though it is going to be a real battle among all the sports sims. Keep an eye on SegaPro where we will bring you the winners every month. (Not very subliminal advert.)

MEGA DRIVE

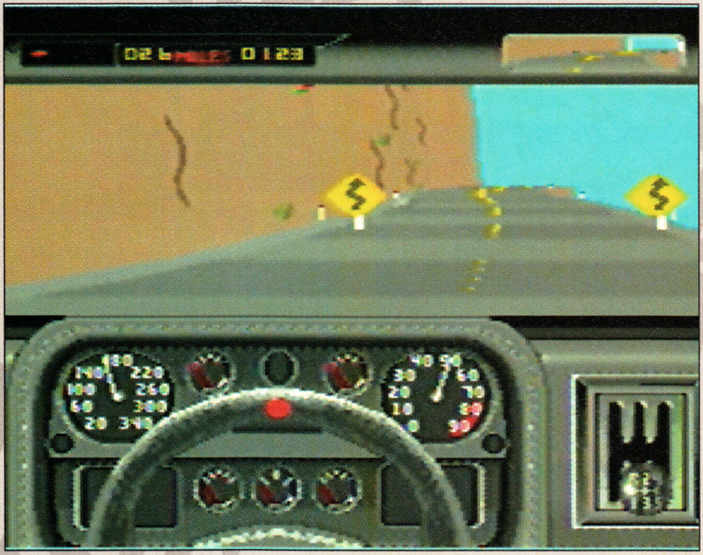
After many months gesticulating about their forthcoming releases, Accolade's hard work is finally coming to fruition. *The Duel: Test Drive II* leads their summer attack on the Mega Drive and at last gives them a conversion – after *Onslaught, Turrican, Star Control*, etc – they can get their teeth into.

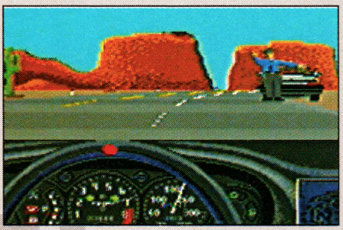
The choice of *Test Drive II* is quite strange, though. It is neither the first nor the last driving game in the *Test Drive* series, but it is certainly the most well known, becoming a massive top-seller on the Amiga two years ago. With only *Hard Drivin'* occupying this type of driving genre at the moment, *Test Drive II* looks certain to make an impression on Mega Drive owners.

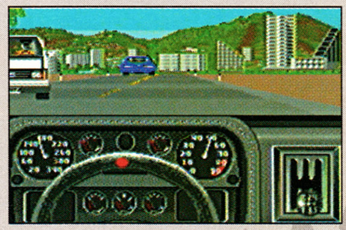
The Duel
TEST DRIVE II

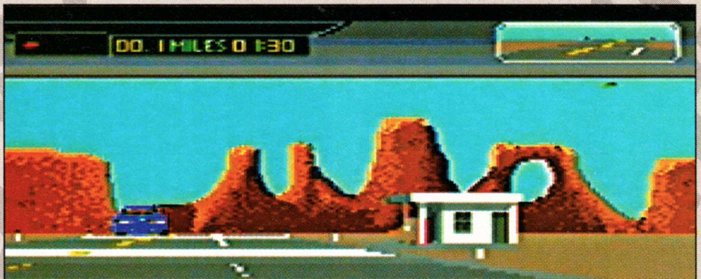


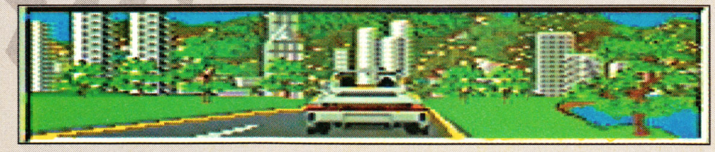
The first *Test Drive* (unfortunately not released on console) was hyped up to be "the most acclaimed driving sim in entertainment software history" for the Amiga. A big claim, but one which the Mega Drive sequel could well live up to with its great playability. Amiga owners will be very familiar with the format, but us Sega owners may need a bit of background before we step behind

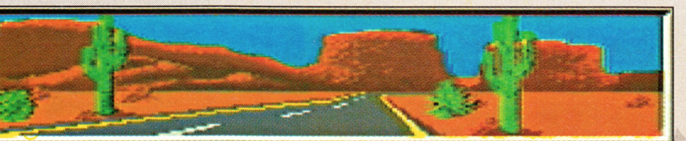


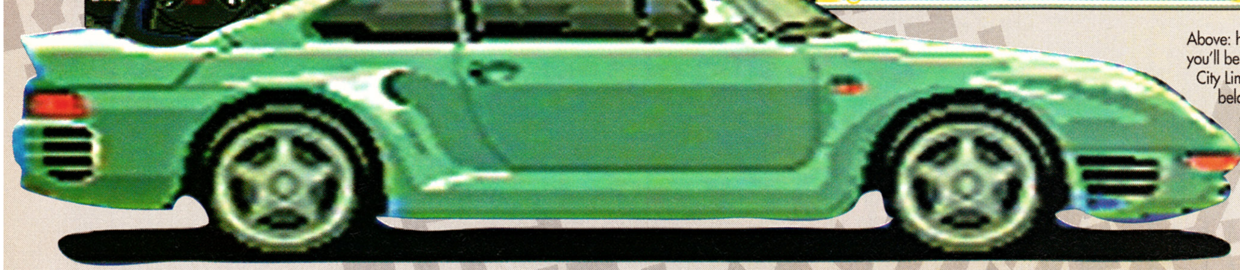






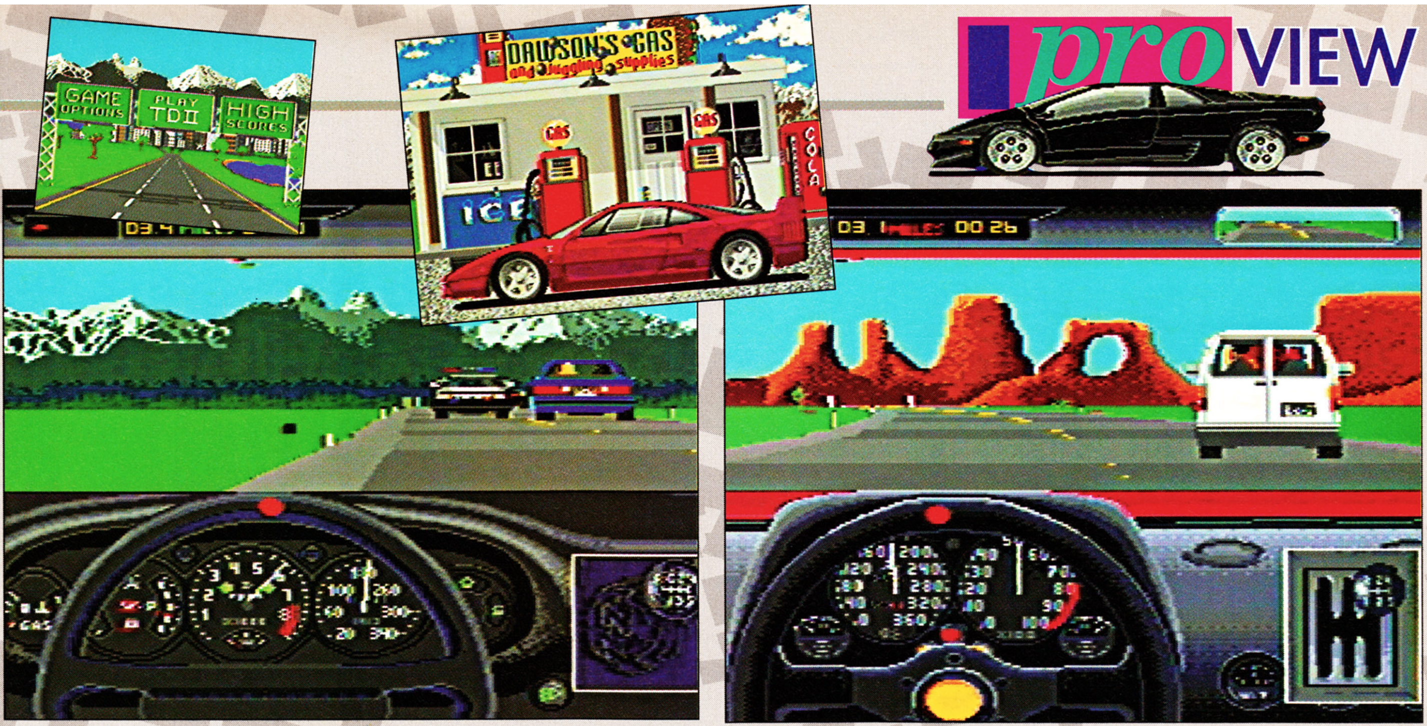




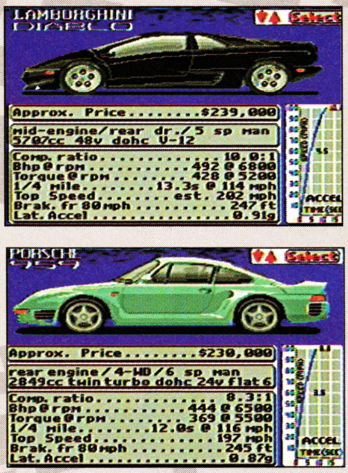


Above: here we see a couple of the tracks that you'll be razzing round. On top, the Nutbush City Limits (smog masks on, please!) and below, the arid Colorado desert. (You're gonna need plenty of ice-cream to get through to the end of this level.)
Left: this is the Porsche 959. Any donation towards the Les Porsche Appeal should be addressed to Les Ellis, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.

Look out for Race Drivin' coming out this Christmas.



Above: watch out, you're in danger of being pulled over, and with the price of these motors, a fine's the last thing you need. Above right: those hippies are all over the road. Steer clear, or it'll be crash city, man!



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Top Speed.........est. 202 mph
Brak. fr 80mph..........247 ft
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Bhp@rpm..............444 @ 6500
Torque@rpm...........369 @ 5500
1/4 mile........12.0s @ 116 mph
Top Speed...............197 mph
Brak. fr 80mph..........245 ft
Lat. Accel...............0.87g
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Above: here's the run-down on two of the fastest proddy motors on the road today. High-spec, high-tech and seriously high-priced! (Perhaps that's why Les is the only guy in the office that can afford one!)

the wheel.

The Duel: Test Drive II is a 3-D driving sim in which you have the choice of belting the hell out of one of three of the fastest road-racers ever built; the Lamborghini Diablo, the Porsche 959 and the Ferrari F40. And not only are you in the bucket-seat of one of these babies, your computer opponent is too! Yes, it's head-to-head action all the way, with police patrol cars, BMWs, camper vans and several other road-vehicles crawling along at a snail's pace (in comparison!) – all intent on forcing you off the road!

After some attractive intro screens and sampled voices, it's off to the options screen to choose your motor. Each one has its own statistical data, packed with info for the more discerning driver.

The cars themselves have amazing accompanying statics. All are extremely driveable, but surprisingly the Porsche turned out to be the fastest, even though it has the slowest book speed! In this game, acceleration is everything.

In the true-to-life cockpits (each one being an exact replica of the inside of the original car, so the publisher tells us) are the usual collection of dials and flashing lights. The gearstick action is excellent, and speedo/tacho needles move faithfully, too. There's a police radar detector in the top-left of your screen, and also a visual display of what's on the road. Looking into your rear-view mirror shows the cars you've just blown past or are being closely chased by. The only minus-point is the steering wheel which, unfortunately, isn't animated. Steering is simulated by a red dot placed at 12 o'clock which travels around the wheel when cornering.

Engine sounds could have been louder, but in compensation there are three groovy drivin' tunes on your stereo to choose from.

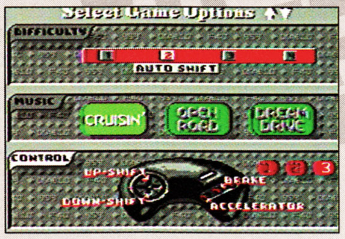
Gears can be manual or auto, depending on the skill level, which ranges from novice to expert.

There are three courses to choose from: the Desert Freeway, Rocky Mountain High and California Dreamin'. Each course has several levels, all of which have their own individual scenery. This ranges from West Coast beachfronts to treacherous mountain passes filled with winding roads and sheer rock faces. On the later levels, tunnels through the mountains await your high-speed presence.

The slightest collision causes instant premature loss of life. You only have five of these, and whilst keeping a firm grip on them, you have to weave your way between the other road-users without running out of go-juice. There's only one gas station per level, so use it or lose it!

Steering your car is most realistic, and could have been worked out on the real thing. Oversteer results in long skids, or journeys into the nearest field, hedge or tree. Overtaking is the most hazardous manoeuvre. Pulling out from behind a kerb-crawler in front, you are often faced with something coming the other way, and have to quickly duck back in or collide head-on in a fatal crash.

Veering off the road results in a loss of speed, unless you hit a major obstacle, such as a tree or a cactus. Then the consequences are rather more serious; yes, it's lose-a-life time once again!



Above: from novice to expert. All are catered for with plenty of tweakables.

The traffic police aren't too friendly either, laying radar traps at every opportunity. If they catch you, it won't be a ticket you cop. It's straight in the cells and head-meets-rubber-truncheon time, because they don't take too kindly to speeding in this here county.

The game is also sprinkled with a plethora of humorous comments. After the race, you always get the programmers' view on your performance with comments like "what's the matter, couldn't find the brakes?" and "autobahns were made for you!"

After extensively testing the existing Mega Drive(ing) sims (*Super Monaco*, *Hard Drivin'*, *Roadblasters* and *Out Run*), *Test Drive II* performed exceedingly well. Judging by the completely finished cart we had (although Accolade wouldn't let us review it till next issue!), it could possibly become the definitive 16-bit 3-D driving game, leaving the likes of *Hard Drivin'* in the lay-by. Ask your dealer for a Test Drive soon!

PROFILE

THE DUEL: TD II ● ACCOLADE ● £34.99 ● OUT MAY

CART SIZE	8Mbit
DEVELOPERS	Ballistic
PERSONNEL	Pam Lewins
FEATURES	Big Ends

And expect *Ayrton Senna's Super Monaco GP 2* in July.

Ivan "Iron Man" Stewart's Super Off Road Racer, to give it its full title, is one of the most enduring coin-ops around today. The 10p-hungry machine was notorious for leaving any of the four players that could compete simultaneously on it penniless after a serious session. This was due to one thing: nitros. If you played the game right, and inserted your 10p coins at the appropriate time, you could accumulate literally hundreds of nitros. And the one with the most nitros always had a major advantage over everyone else.

The game was originally based on Tengen's _Super Sprint_, and like that it was soon translated to the home formats. All the top home computers have a version, as do the Nintendo and Super NES (with Tradewest's superb conversions), so its arrival on the Mega Drive was inevitable.

SUPER OFF ROAD

Possibly the most fun you can have without getting mucky, this is the moto-x version of *Super Sprint*. *Super Off Road* boasts several varied tracks to tear around, with plenty of hazards and obstacles to avoid.

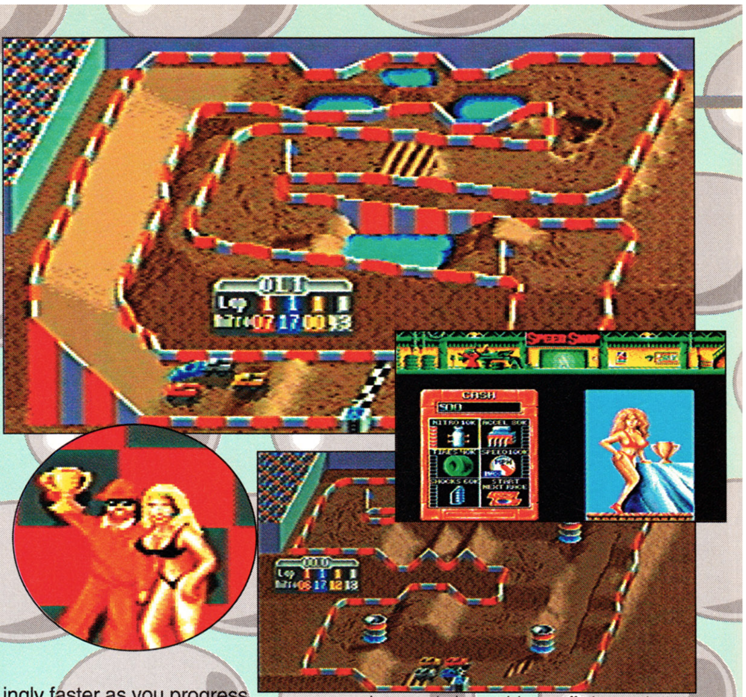
One- or two-player modes are included as is a joypad set-up option controlling nitros, acceleration, braking, etc. Once past these, it's foot-to-the-floor action for four gruelling laps. Having completed these, and with the cash you've won for not coming last, it's off to the speed shop for some badly-needed add-ons. Nitros are the obvious choice for the Pros, but also on offer are better tyres, shocks, acceleration and top end, and all are inevitably necessary as you progress to the later, and noticeably tougher, levels.

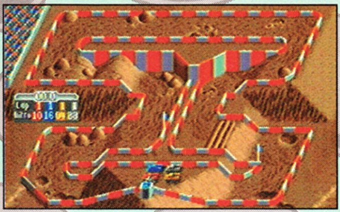
Racing against either a friend and two computer opponents or all three computer opponents, you must hit the chequered flag in third place or above, otherwise it's one credit less and no extra wonga for your bolt-ons!

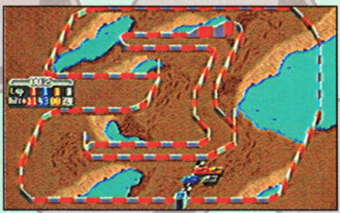
The trucks themselves are colourful and well-animated, bouncing around the course with complete abandon. Control requires extreme precision. You must hone your corner-cutting ability, enabling manoeuvres which any sensible law-enforcement agency would throw the book at you for if practised on a public highway!

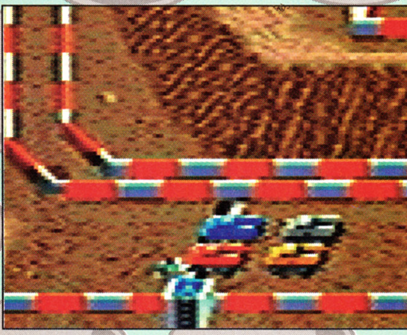
Once you've completed the eight different tracks, you then have to negotiate them in the reverse direction, having in effect 16 different configurations. These are then repeated, but the game doesn't suffer because of this, as your opponents (and yourself, hopefully) get increasingly faster as you progress.

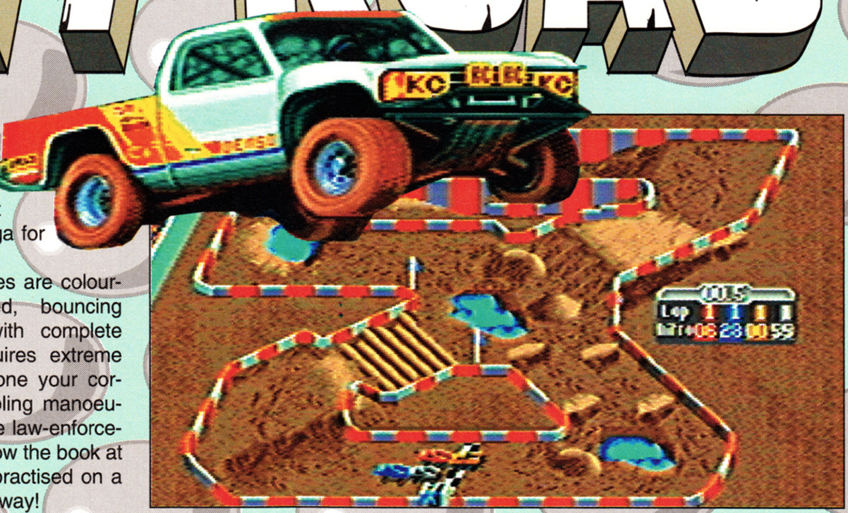
Super Off Road is deranged driving at its breakneck best! Keep your eye out for it when it's released in June.


They're on the line, and they're off. The two player-controlled cars are at the front of the pack. Later you will have to race around this course in the opposite direction. The indicator shows how many nitros each player has.









PROFILE

SUPER OFF ROAD ● ACCOLADE ● £TBA ● OUT JUNE	
CART SIZE	4Mbit
DEVELOPERS	Ballistic
PERSONNEL	Chris Banstown
PLAYERS	2
FEATURES	simultaneous

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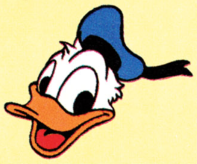

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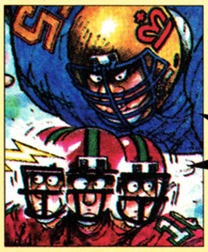

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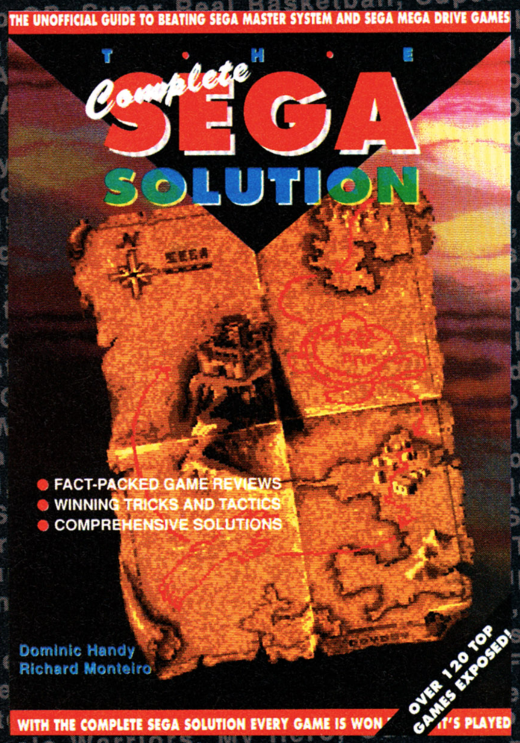
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pro reviews INDEX

THE REVIEWING SYSTEM

INTRODUCTION

Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

PROVIEW

The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

PROTIPS

Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

PROFILE

All the info you'll need. The address given is of the main supplier in the UK. If the game's on import only, it'll contain an importer's address. If the game's available both on import and official, you'll get the official supplier info in the ProFile and the importer's name and address next to a picture of the import game's inlay.

PROSCORE

We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

PROYO!

A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

MASTER GEAR

Every Master System review features a section which details how the game played on the Game Gear through the Master Gear convertor. Are the graphics visible, etc.

PROTALK

No matter how hard we try even the SegaPros are fallible. That is why we want your help. If you'd like to give your opinion of the latest games, then send us your details. Every month we'll pick out a handful of ProTalkers and invite them down to the SegaPro offices.

While you're here, you'll get the chance to play all the top games, and give us your views. Then, in the next issue, you'll get your (almost) unexpurgated ProTalk review printed alongside our reviews in SegaPro. If you fancy becoming a reviewer for the day, send your name, address and telephone number to *ProTalk, SegaPro, 7a Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS.*

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MASTER SYSTEM

Graham and the lads will be out in Sweden later this year defending the English honour and striving to win the European Championships against the might of the Germans, French and the dubious tactics of the Italians.

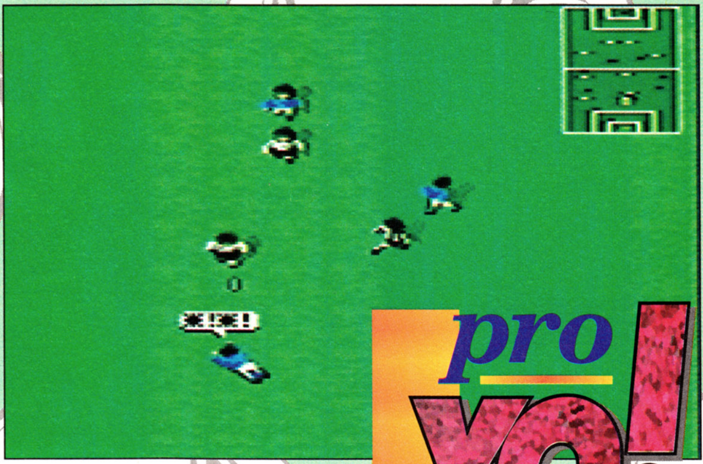
Now you will be able to feel the pressure, hear the roar of the crowd, and receive all the glory as Tecmagik bring the glamour of the European Championships, UEFA 92, to the Master System.

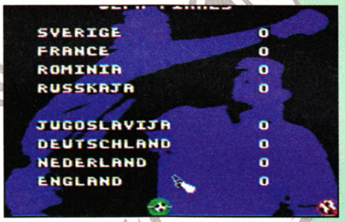
Out of the 34 teams, there can be only one winner, and with England getting to the semis in the World Cup, we stand a damn good chance of bringing home the silver.

You may already have World Cup Italia or Super Kick Off, but this promises extra features and more playability. Game on...

Straight from the animated sequence featuring the UEFA rabbit mascot, Berni, you get the feeling that this is no ordinary football game. And with the wealth of original features, you're certainly not disappointed. But although you get loads of neat touches, you don't get the multitude of options seen in *Super Kick Off*. However, this is certainly not to the game's detriment as *Kick Off* lacked the gameplay content that *Champions of Europe* most definitely has.

Every team in the forthcoming UEFA 92 championships is here, and you can choose to play any one of the 34. The choice is made by a leg pointer which changes the colour of its strip as you pass over the countries – a nice touch. One or two players can compete in single matches or even in the tournament, combining matches versus each other and against the computer. The game duration can be selected as well as the referee, all of which have their own specific characteristics (which can range from being totally blind to some guys that obviously hallucinate).

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FRANCE        0
ROMINIA       0
RUSSKAJA      0

JUGOSLAVIJA   0
DEUTSCHLAND   0
NEDERLAND     0
ENGLAND       0
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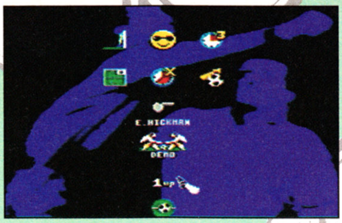
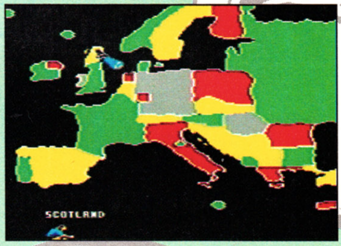


Maybe not the wealth of options as in *Kick Off* but still a cracking game. When you select the tournament your groups and placings are shown.

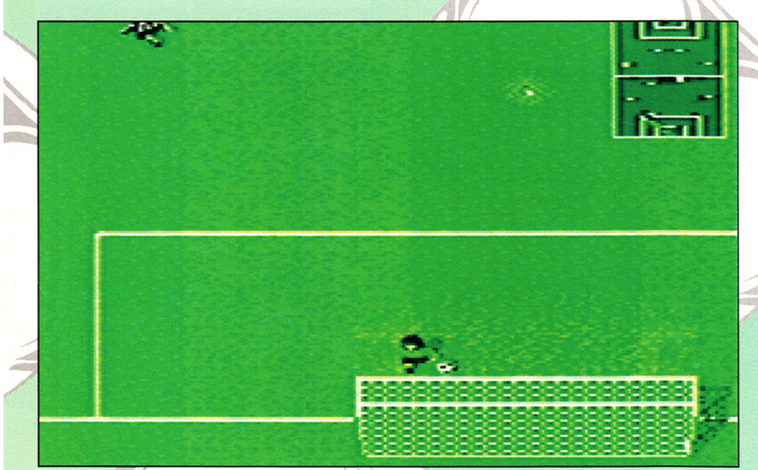


Choose your team. From all over Europe the best teams converge for the ultimate challenge.

PROTIP When you're in possession of the ball and an opponent is racing towards you, chip the ball by hitting button ONE and he should come crashing into you giving away a free kick. Keep doing this and he'll get booked and finally sent off. It may not be sporting, but then again you are playing the Italians..

CHAMPIONS

Come on UEFA give us the 96 championships...



This goalie must be Scottish. The ball was tapped straight at him and he let it go through his arms. Bit like Dave when he plays five-a-side, really.

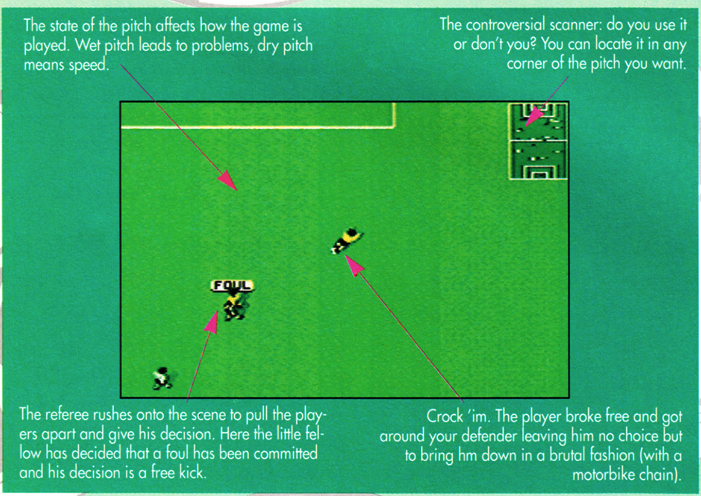
Aftertouch (the ability to bend the ball) is also here, and you'd be wise to turn this on and perfect the option as soon as possible.

As you step out onto the pitch, you'd be forgiven for thinking you're playing *Kick Off* – but then football pitches are much the same the world over. The overhead view is undoubtedly the best option, so why *not* implement it? The players are also fairly small, but Ed Hickman, the programmer, has miraculously squeezed in more detail and smoother animation than seen on any other MS footy game.

Particular attention seems to have been paid to the goalmouth, and, let's face it, this is where the real action occurs. The area around the goal is all scuffed and looks as though players have really been diving around in it. For such a flat view, there's an excellent impression of 3-D.

The only real let-down is the sound. Admittedly, there isn't really a lot you can do in a football game, but the roar of the crowd jeering or cheering would have added real atmosphere. All you get is the shrill referee's whistle and kick and bounce effects. Luckily, there's no naff music playing throughout the game though.

Super Kick Off was given an excellent review in SegaPro#3, even scraping a ProYo! award, but it did have some flaws. The main gripe was with the control method which was very tricky and took a while to get accustomed to. I am glad to say that while the control method in *Champions of Europe* is similar, it has been improved immensely. It is



The state of the pitch affects how the game is played. Wet pitch leads to problems, dry pitch means speed.

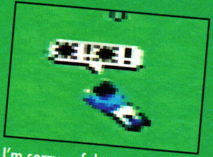
The controversial scanner: do you use it or don't you? You can locate it in any corner of the pitch you want.

The referee rushes onto the scene to pull the players apart and give his decision. Here the little fellow has decided that a foul has been committed and his decision is a free kick.

Crock 'im. The player broke free and got around your defender leaving him no choice but to bring hm down in a brutal fashion (with a motorbike chain).

I'M FOREVER BLOWING BUBBLES

And keep your feet on the floor.



I'm sorry, ref, but I must humbly disagree with your last decision.

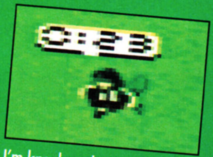
C'mon, ref, you can still get glasses on the National Health, y'know...

Yeeaaahhhhhh, 1-0. Ha! Bonus in the pay packet this week.

Look, The Simpsons are on at 6:30, can we get on with it?

And keep your feet on the floor.

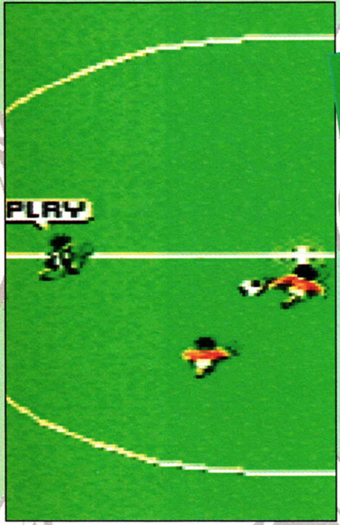
Come on, stop wasting time!



I'm knackered. How long we got left, ref?

EUROPE

Or we won't have Gazza back!



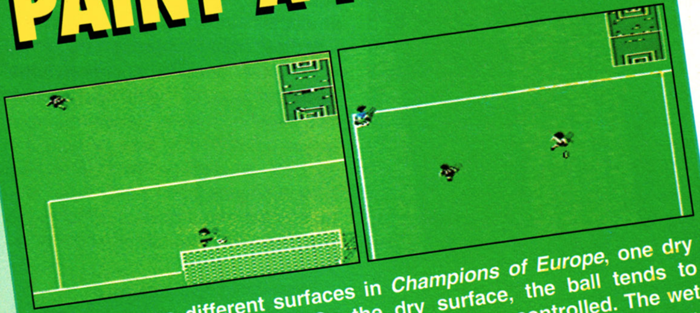
now very easy to trap the ball and allows you to pull off some quite incredible dribbling and shots. Like the Amiga version of *Kick Off, Champions of Europe* allows the skilful player to easily fool the keeper and still keep control. This alone makes the game far superior to MS *Super Kick Off.*

The tournament in *Champions* is tough enough to keep even the most hardened pad-basher sweating. The top two teams qualify from the individual groups to enter the final round proper. Here the pressure really starts as any little mistake can cost you the tournament. Each team gets progressively difficult as you move towards the final and to win requires much practise against various opponents.

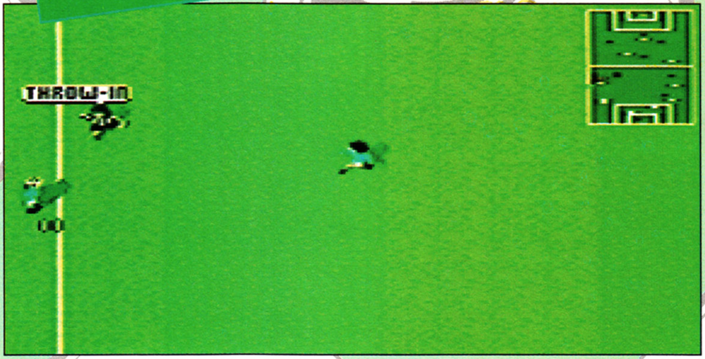
What takes *Champions* beyond the normal boundaries set by footy games are the wacky features. For instance, you get a referee that runs all over the pitch keeping an eye on play and calling out his decisions via a speech bubble. The players also have speech bubbles, and when the ref gives a bad decision or a player gets fouled, you'll soon find out what the players have to say about it. And what happens when a player gets sent off is unprintable...

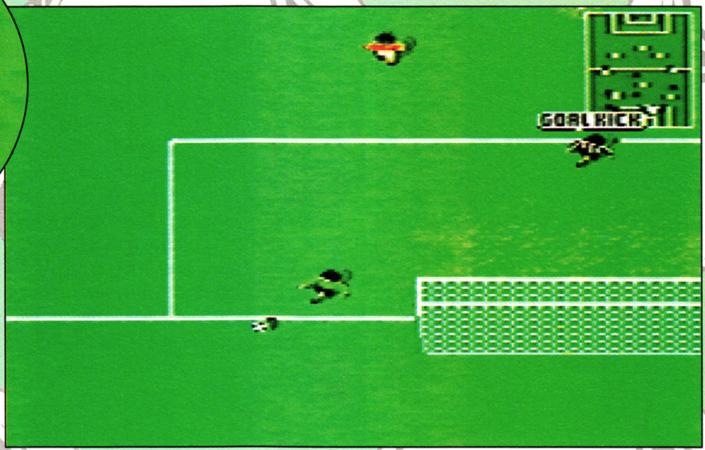
Despite the fact it doesn't have the options of *Kick Off, Champions of Europe* is a brilliant football game, unsurpassed on the Master System.

PAINT A PITCHER



There are two different surfaces in *Champions of Europe*, one dry (left) and one wet (right). On the dry surface, the ball tends to bounce higher and the action is faster but more controlled. The wet pitch can lead to all kinds of problems as the ball skids off the surface making the ball harder to control, just like the real thing. But sliding tackles are particular fun in the wet...





The action can get pretty hairy around the goalmouth as the goalie rushes out and you can take the ball around him.

PROFILE

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PLAYERS	1 or 2	Tecmagik
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SKILL LEVELS	n/a	London
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CHAMPIONS ON THE GEAR

As there are no plans at present to convert *Champions of Europe* onto the Game Gear, hand-held owners will have to be satisfied with playing the game via the Master Gear converter. At first this is a daunting prospect as the players seem so small, but it doesn't take long for your eyes to get accustomed to it. When they do it is surprisingly easy to play.

The biggest problem is with the text. It is so small, it is barely readable. If you are one of those people who has taken a file to your converter to allow the Gear to use a magnifier as well, then you are quids in. Even with these flaws, it's still better than *Kick Off* for the Game Gear.

MS owners enticed by the management tactics of *Player Manager* et al on computer formats will be disappointed at the lack of such team customisation, but this is the Euro Championships after all and not much player swapping goes on.

Above all, *Champions of Europe* is the most playable and visually exciting game on any Sega, and if that isn't recommendation enough to buy it you need your head examining.

● **Les "hand of God" Ellis**

CHAMPIONS OF EUROPE
Berni
©UEFA 1987
UEFA 92
UEFA 1992

GRAPHICS 90
▲ Delicious intro sequence.
▲ Great background on the options screen.

SOUND 56
▲ Whistle, kicking and bounce effects are fine.
▼ No crowd roar.

GAMEPLAY 92
▲ Very competitive due to high speed action.
▲ Sensible control method encourages play.

CHALLENGE 93
▲ Even as a strong team, it's not easy.
▲ Progressive difficulty through the rounds.

Kick Off is history, this is THE essential Sega football game.

PROSCORE 92

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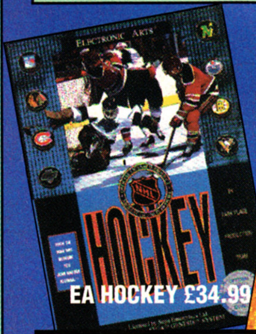

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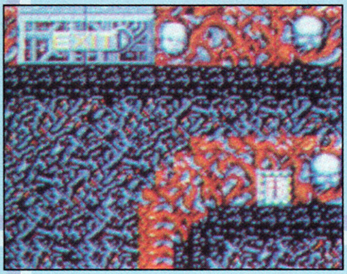
Evil slime-sucking aliens have invaded and over-ridden the settlement on space colony Alpha. (And they haven't done it in the name of race relations either.) All of the inhabitants have been taken captive yet remain unharmed. The aliens' intentions are obviously hostile as no attempts at communication have been made by them. Your task is to free your lunar brethren before any harm can befall them.

Scattered around the facility are several tools and utilities left over from the construction of the buildings, such as the odd industrial laser or demolition grenade. These can be harnessed by you as weapons, luckily enough, enhancing your death-dealing abilities to new destructive heights. And if you've got any spare time in between splatting ALFs you can also liberate your mates – but that's just a sideline, eh?

ALIEN SYNDROME
SIMS CO. LTD
ゲームギア
専用ソフト
GAME GEAR



Above: welcome to level four. (If you're very lucky!)
Right: this is the map of level one. Red dots indicate survivors to collect, brown signifies your position.

A*lien Syndrome* is a 3-D *Gauntlet*-style game in that you're looking down on the action from high above. There are four large levels to traverse, replete with foreign life-forms, and each having their own lovable but ugly mutha to contend with at the end.

On power up, you are greeted with a chillingly ominous message from the previous occupants of the space-station. Seriously spooky music accompanies the emergency may-day, and sets the blood-curdling scene.

PROTIP **Level guardians are easy when you know how. For the first one, make sure you have a heat-seeking firebomb and avoid his sputum, blasting all the while. He'll leave his head (the most dangerous part!), which you must stay behind whilst shooting it. A few shots later, he's history!**

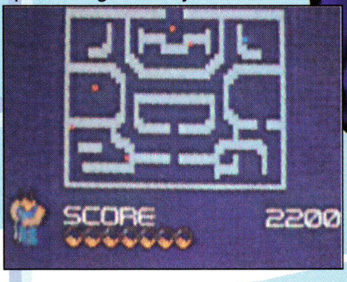
After the animated title (the text being an alien itself, complete with slithering poisonous tendril!), you choose whether to play the hero or the heroine. Given the monikers Ricky and Mary, both are similarly armed, although you may spot minor differences in their build. Although rather small, they're both well-animated and have all the right moving parts; legs and arms a-waving with death-delivering glee!

The grebos come in all shapes and colours, from blue spermatozoan-type wrigglers to Dr Who-style six-foot pink maggots, and are guaranteed to send shivers down your spine long after you've finished! The big boys are fully-blown technicolour gore-merchants, all with the grim intention of dining on your entrails. The scaly egg-pod dude was my worst nightmare, his lethal extending mandibles flashing out and crunching my tender flesh all too often!

The backdrops are excellent, looking just like the interior of a space-station should, with attention to detail such as riveted floor panels, no-entry signs and level area indicators. They're not small either, each level being approximately ten to 15 times the screen size!

Bug-blasting your way through them, you'll notice that each one has its own particular graphics and layout, and that they become more and more alien-infested as you

Watch Aliens closely...

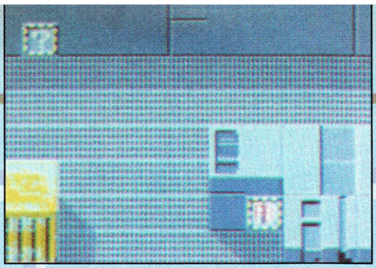


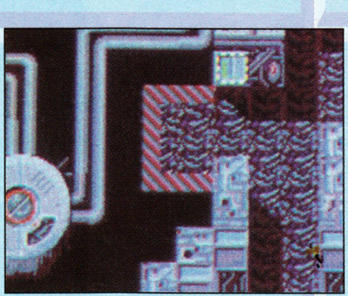
PROFILE

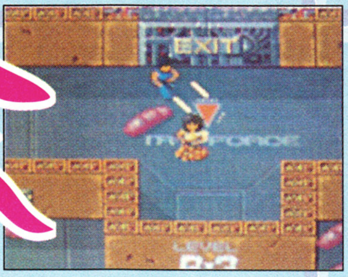
ALIEN SYNDROME ● SIMS CO ● £24 ● IMPORT

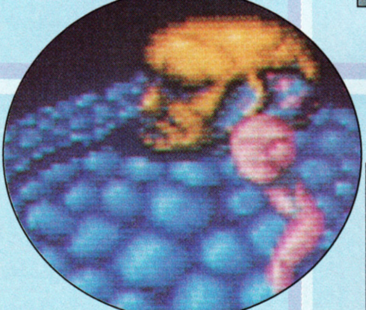
CART SIZE	2Mbit
PLAYERS	1
STAGES	4
SKILL LEVELS	1
FEATURES	bisexual

SUPPLIER
Console Concepts
The Village
Newcastle-under-Lyme
Staffordshire
ST5 1QB
✆(0782) 712759









Left: welcome to your worst nightmare. This guy chucks out homers from the crack in his ass and when destroyed, leaves behind his parasite, which is even deadlier!

PROTIP Guardian number two can be killed by staying in the bottom-right corner and once again raining flame-death upon him. No problemo!

progress.

A map is available with the push of a button (and is a real godsend, showing you the relative positions of the hostages and yourself), but can only be viewed three times.

The moody theme tune adds to the sense of impending doom as much as is possible through the Game Gear's micro-speaker. Each weapon has its own peculiar noise adding to the realism (the laser almost blew my eardrums. High-pitched or what!). When your death occurs, you do an outstanding pirouette, sigh dolefully, and shuffle off your mortal coil.

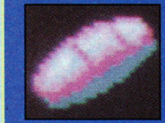
There are plenty of weapons to choose from and each one can be up-rated in the extreme. For instance, the fireball (my favourite!) starts off as just an ordinary forward-fire shot, but collect a couple more and you have alien-seeking napalm from which nothing escapes. Ace!

The spartan amount of continues you're given (two) only heighten the addictiveness of this game, and although only having four levels, you'll be hard-pressed to complete it without plenty of practise beforehand.

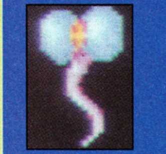
It's nice to see that some programmers really care about their projects – especially a conversion of a really old arcade game – and *Alien Syndrome* is an example of that. Another Game Gear winner!

● **James "we are leaving!" Scullion**

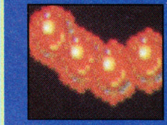
Rogues Gallery?



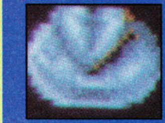
Coseky: the maggot. This guy is an extremely accurate shot, so either waste him or avoid him!



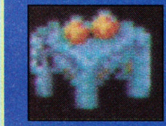
Gurufy: the swimmer. Fairly easy to dispatch, he'll come right at you, but an accurate shot says goodbye to this guy.



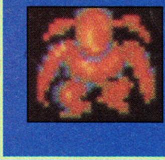
Heavy: the worm. He's faster than you so running's out. Stand your ground and waste that sucker.



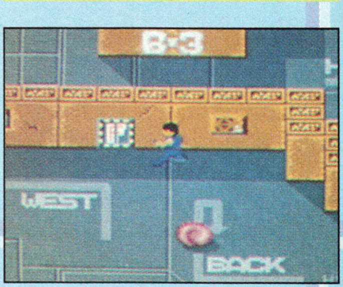
Lebo: the drip. Possibly the most aptly named, this guy's useless. No worries.



Muis: the table. This guy's a walking dinner table, but don't try eating your brekkie off him!



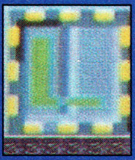
Neila: the demon. Don't mess with this most intelligent demon. Trash his domain, not him!



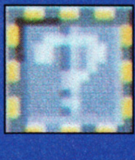
WEAPONS 'R US

The single most essential power-up! Collect two and your bug-blashing troubles are over, heat-seekers finding their mark each and every time.

This here's a flamethrower. Mighty useful it is, too! A 20-foot jet of liquid death splatters your foes into oblivion!

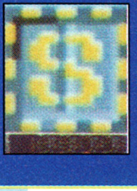


L for laser means collect this and high-pitched noises are the order of the day. No better than standard fire.



Mystery bonuses await the collector of this icon. But beware, as the effects aren't always positive. (Being stripped of power-ups is no fun!)

Auto rapid-fire is the prize for grabbing the rifle icon. Collect several and all-round fire can be yours!



Don't collect this whatever you do! No matter what power-up you're carrying, it'll make your shot-power abysmally weak and weedy!

GRAPHICS 85
▲ Guardians are hell-spawn deviants!
▲ Later levels are well-techno

SOUND 79
▲ Diverse weapon sounds.
▼ As expected, the tune's a bit annoying.

GAMEPLAY 84
▲ Pots of death to deliver.
▲ Intense action around every corner.

CHALLENGE 77
▲ Large levels to explore.
▼ Easy to repeat once complete

An excellent extra-terrestrial extermination escapade.

PROSCORE 83

Notice the Game Gear in Ripley's back pocket?

MEGA DRIVE

DOUBLE DRAGON

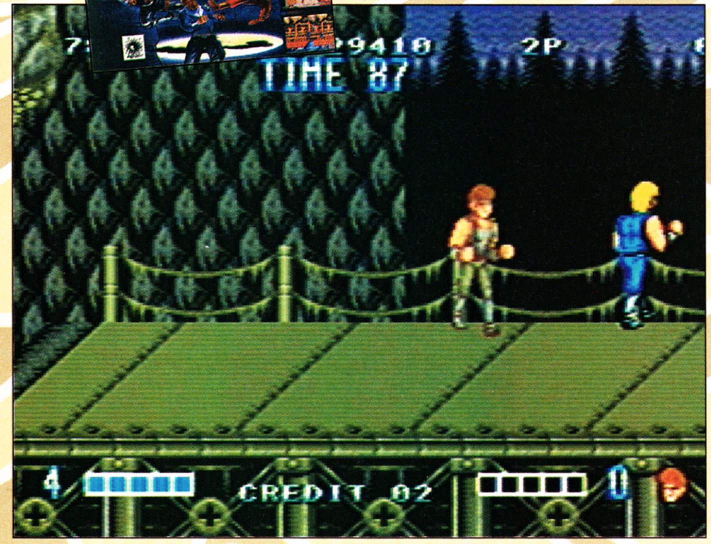
Once upon a time, all across the land, pubescent young men were feeding ten pence coins into one arcade machine with singular motivation.

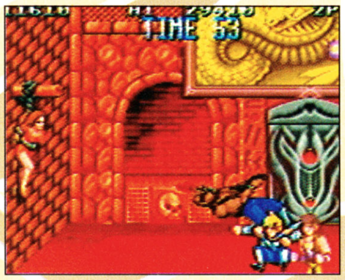
Desperately seeking Susan was the order of the day, for the evil mob ruler, Don Alldduck, had kidnapped her and was itching to do extremely nasty things to her personage. Unless, that was, you could reach her in time!

Whether this was an original idea or not is still furiously debated now. The origin of the beat-'em-up is lost in the mists of antiquity so we'll never know. What is known is that it became a classic, worthy of respect.

Many beat-'em-ups have followed, but for most Double Dragon was and still is their fave basher. But with the sequel receiving terrible reviews a couple of months back, Double Dragon has appeared quietly on the Mega Drive, hoping not to ruin anyone's expectations.

ARCADE BLOCKBUSTERS
DOUBLE DRAGON
THE #1 ARCADE SMASH OF ALL TIME!





D*ouble Dragon II* was previously reviewed in SegaPro#4, and was thoroughly panned. With appalling sound, slow and jerky graphics, and frustrating gameplay, it received a miserable ProScore of only 29%, along with a SegaPro health warning: "Buying this game will severely damage your games collection".

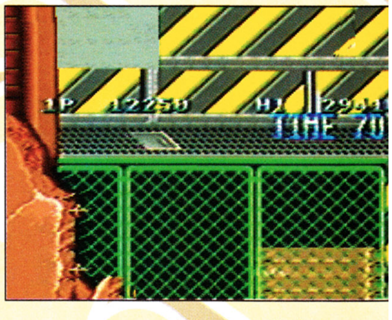
And so it was with extreme trepidation that I slotted the original *Double Dragon* into my Mega Drive. My mind raced, if the sequel was terrible then the first (and presumably lower-tech) version was going to be infinitely inferior.

Happily, I was to be proved wrong. *DD*, whilst not standing up against the plethora of excellent beat-'em-ups (such as *Streets of Rage* or *Two Crude Dudes*), is at least an adequate game, and at best, far preferable to *DD II*.

Power up and, after a couple of slick title pages, you have the choice of getting straight into the action or tweaking the options. These include lives, credits and button configuration (useful if you have a favourite joypad set-up).

The graphics are fairly good, the best thing about them being the intertwined dragons on the intro static, followed closely by the big, hairy gorilla dudes and the backdrops; cityscapes leading later to huge cliff-faces. Sprite animation is pleasing too, with your hero having a fair range of punches and kicks with which to battle his way along. He can also steal weapons from his adversaries, the baseball bat being the most effective. Objects to throw at them (barrels, boxes and boulders) litter the game area, and will knock them for six!. Beware when they're tooled up themselves, as they'll floor you with obvious glee!

Seventies cop-show music pumps hurriedly from your speaker accompanied by grunts, groans and the sound of violent impacts, and is therefore respectable enough, but not terribly innovative.



Here we see the first stage of level two. Pretty simple really. Just stay away from the fore of the screen. (And the escalator is instant death too, so beware!)

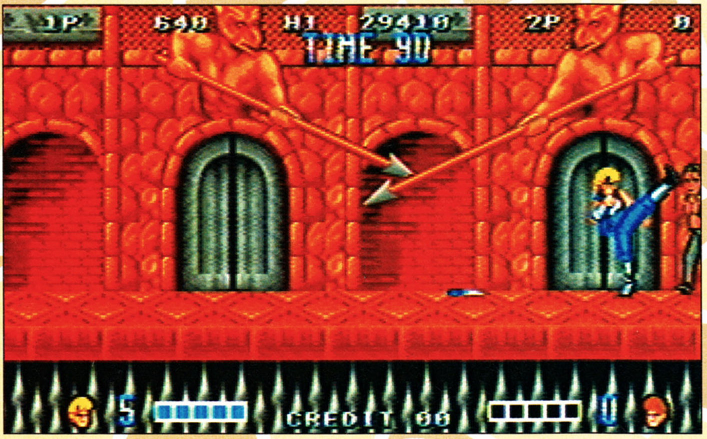
PROFILE

DOUBLE DRAGON ● ACCOLADE ● £29.99 ● OUT APRIL

CART SIZE	4Mbit
PLAYERS	2
STAGES	3
SKILL LEVELS	1
FEATURES	teamplay

SUPPLIER
Accolade Europe
Bowling House
Point Pleasure
Wandsworth
London SW18 1PE
✆(081) 8770880

Double Dragon II was released before the original...



Playability is a plus for this little game. It sports smooth two-way parallax and has none of the jerky slowness of its sequel. The only thing to watch for is your player falling off the front of the screen (a minor irritation at times). Two-player mode is, obviously, far more fun. If you tire of beating up the baddies, you can perfect your throwing techniques on your buddy, although he won't be too co-operative, to say the least!

DD is certainly an accurate translation of the coin-op, however, the game is very old and still too easy with its small play area and abundance of continues. Entry-level gamers, fans of the coin-op, and people who just like finishing games may find some secret pleasure hidden deep within its history-laden walls. They'll have to dig deep though.

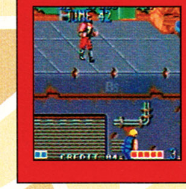
● **James "Van Cleef" Scullion**

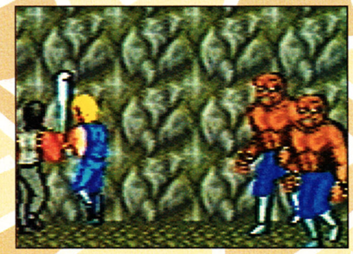
DOUBLE DRAGON II

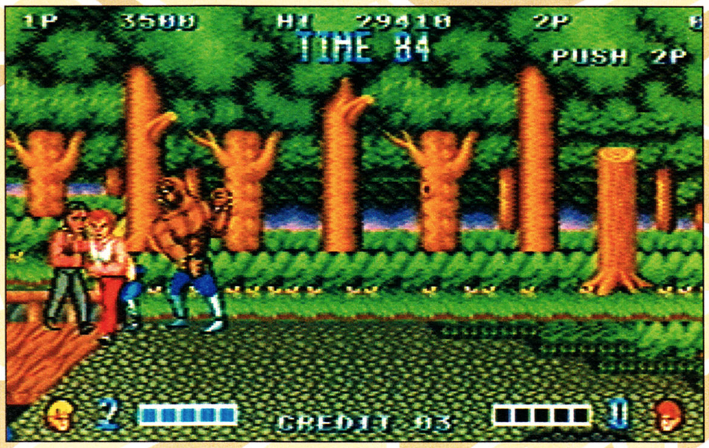
Producer: Pal Soft
Supplier: Console Concepts, The Village, Newcastle-under-Lyme, Staffordshire ST5 1QB. Tel: (0782) 712759.
ProReviewed: SegaPro#4
ProScore: 29%
The Pro's said: "Would look more at home on a hand-held... Let's face it, Cliff Richard has heaps more credibility than anyone who buys this."

DOUBLE DRAGON
II
The Revenge
SCORE 29

PROTIP Don't walk too close to the scenery's foreground as you'll be plummeting to your doom with alarming regularity!

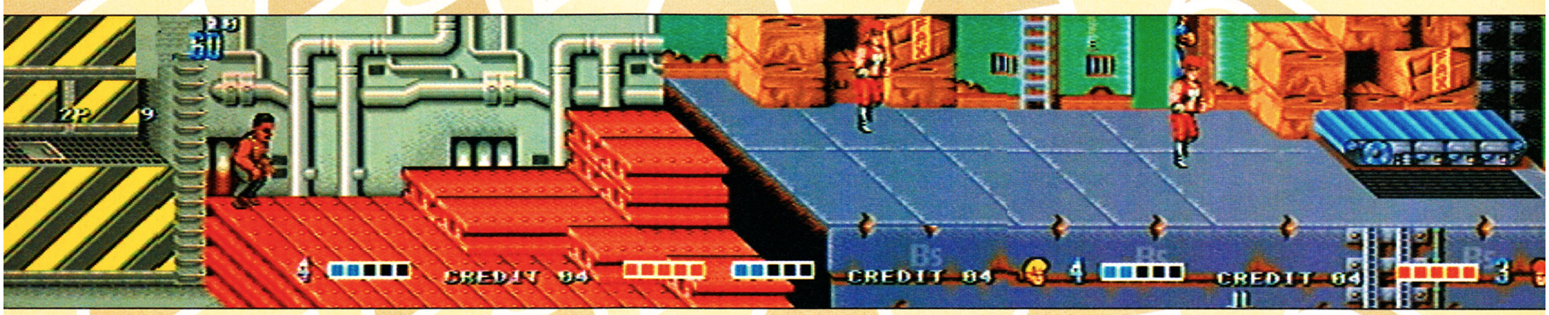


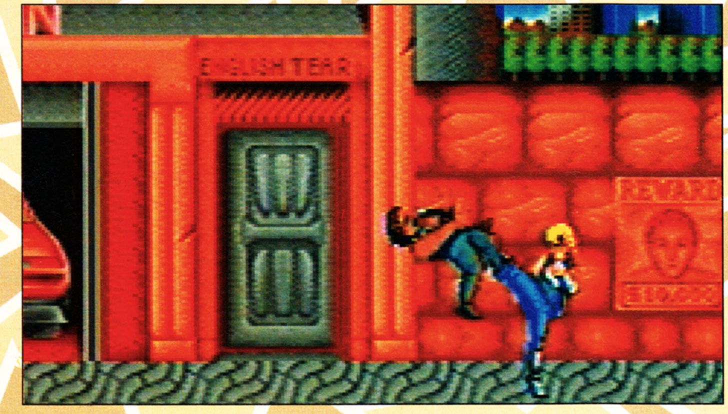




Left: "Fancy a game of baseball?" These gorilla dudes do not mess around so don't go in empty-handed!

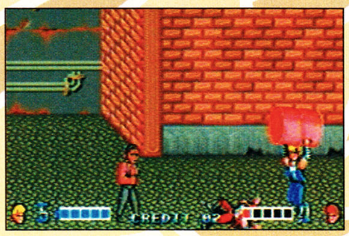
Above: There I was, having a nice stroll in the woods and minding my own business, when all of a sudden, these guys jumped out and stole my picnic!





Left: Amongst your amazingly violent repertoire, you have the ability to break a guy's neck with a single kick..

Below: "Hey pal, how much does that barrel weigh?" This chap is about to find out in an extremely unpleasant manner!



GRAPHICS 70
▲ Good detail on all the characters.
▼ Poor variety to the sprites

SOUND 73
▲ Sonics blend well with the action.
▲ Interesting theme tune

GAMEPLAY 75
▲ Big guys will give you a good "Tango". (Ouch!)
▲ Try pulling the baddies' hair.

CHALLENGE 52
▼ Far too easy to demolish opponents.
▼ Levels just aren't long enough

Easier than most which ruins any two-player longevity.

PROSCORE 72

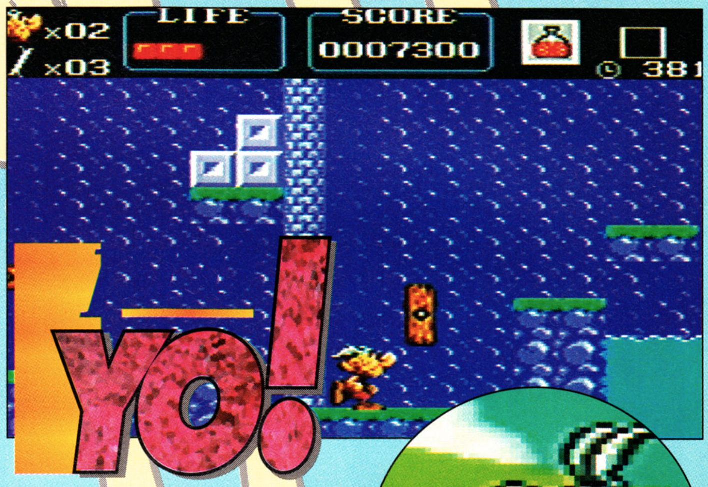
Was this a negative time vortex?

Asterix

The year is 50BC. The place, Gaul. The Roman conquest of Europe has reached out and engulfed all of France. All, that is, except one small settlement in the north-west. These folk are of hardier stock. Their mystical Druid, Getafix, is the only person able to brew the fabled invincibility potion, enabling them to withstand the invasion.

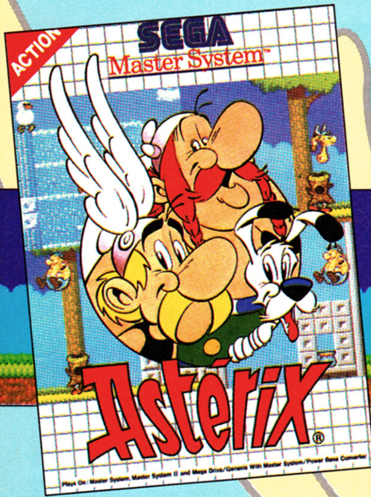
The Romans are, understandably, rather distressed. With Caesar breathing down their necks for total domination, the embarrassment of the surrounding garrisons at not being able to defeat a small band of smelly Gauls is almost total!

One clever centurion constructs a cunning plan. In order to defeat the Gauls he must halt production of the potion, and to do that Getafix must be kidnapped. Out collecting herbs in the forest one day, he's whisked away to Rome, and it's your job, as Asterix or Obelix, to rescue him, or allow the Romans to overcome you!

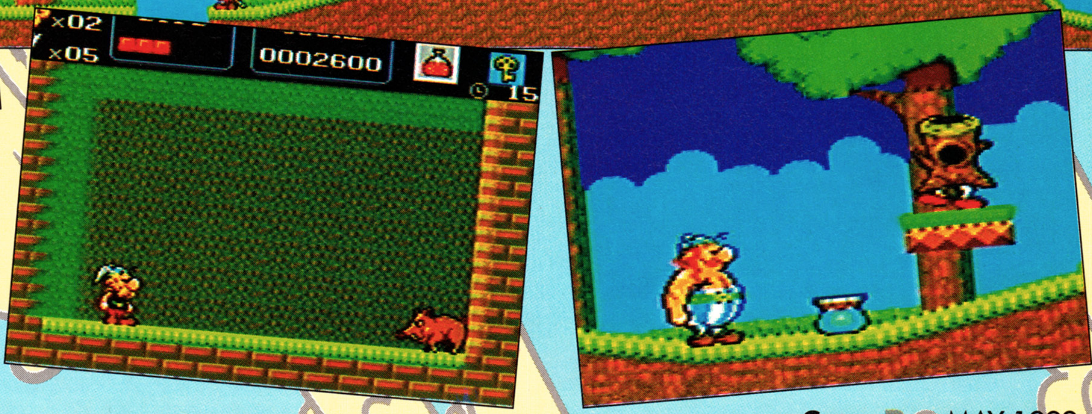


Asterix is one of those few games which is a real pleasure to review (most are approached with trepidation!). Everything about it reminds you of those classic Goscinny and Uderzo books that lay yellowing under your bed – till you found them years later and had to admit that they were still a damn good read!

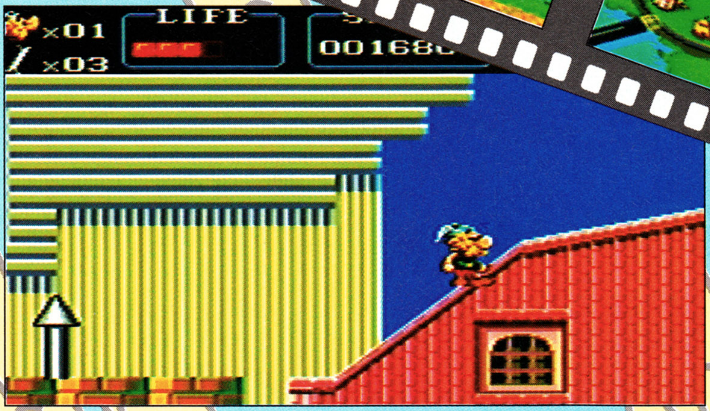
The intro graphics are excellent and could have been ripped straight from the actual books, containing scenes from both the village and from Rome. So do the in-game scenes, which range from the forest outside the village to the streets of Rome. Centurions pop out from every conceivable hidey-hole in a vain attempt to capture you. They are well-drawn and animated, as are you, whether you're Asterix or Obelix (in his fashionable blue-and-white pantaloons!). Swaggering along at a lazy

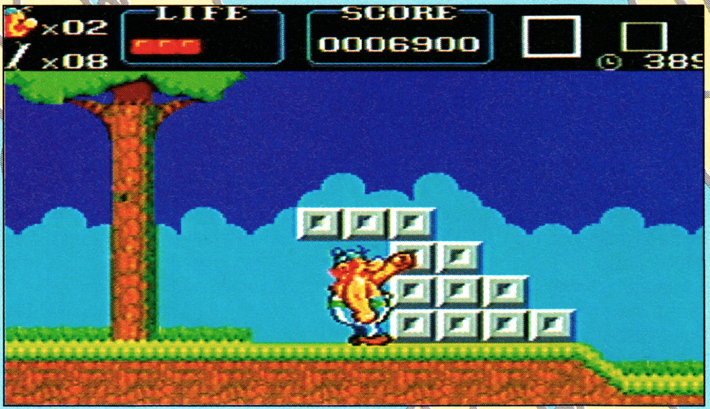

ACTION
SEGA
Master System™
Asterix®
Plays On: Master System, Master System II and Mega Drive/Genesis With Master System/Power Base Converter

Sega UK may be the official supplier of Asterix, but we obtained our copy from the marvellously un-French Jason the Basin at TV Games, 11 Castle Parade, Ewell By-Pass, Ewell, Surrey KT17 2PR. Tel: (081) 7867816.



You can play Asterix in either English or French!





Above: what a fine figure of a man. The (c)hunky Obelix makes his way through a brick wall as only he can. No messin', with those ham-fists!

Asterix in Gear

Asterix is bound to come out on the Game Gear soon, but till it does appear you can play it with no worries on the Game Gear through the magical Master Convertor. The little text that does appear is totally readable and the graphics are perfectly formed on the small screen. Sound does wonders with the little placky speaker. Only the tiny, but harmful, blobs present any real eye-strain. Don't miss it.

PROTIP Some hidden levels may be accessed by jumping into the brickwork chimneys. These usually have lids which must be punched off before entry is possible.

pace, delivering blows to all and sundry, you are drawn into the game, slowly becoming just a viewer of the fabulous cartoons you used to watch as a child.

The jolly little ditty playing throughout adds to the fun of the game, although it hasn't a hint of Gallic *je ne sais quoi*. Sound effects are also in line with the superior texture of this game, all movement accompanied with a relevant thud, boing or splat!

Asterix is one of the most playable games on the Master System. Collision detection is spot on, and running, jumping and all other movement is fluid and flicker-free.

There are eight fun-packed levels, all with plenty of puzzles to solve. Some screens require the talents of Asterix, and some can only be completed by Obelix. Collect a certain amount of bones and even Dogmatix joins in with a bonus bubble-popping round (great touch!).

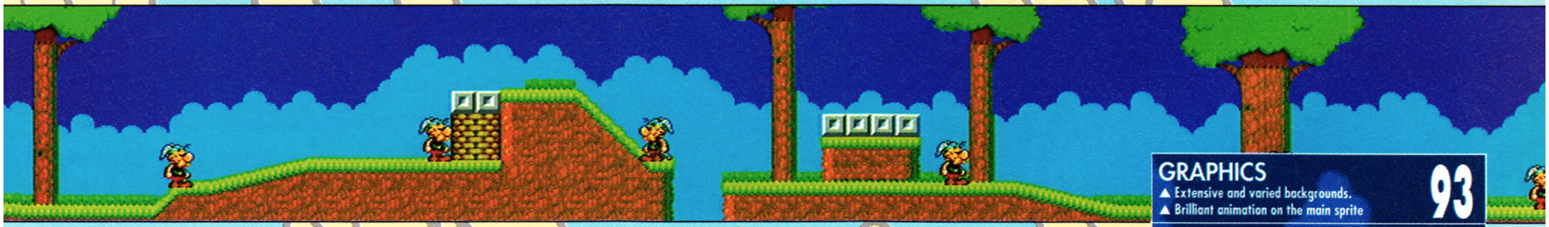
Hidden rooms litter the play area and require certain criteria to be fulfilled before you're allowed access. Swimming practice is a must as several sub-sections are exactly that, sub-sections, involving taking a deep breath and immersing yourself in the old briny. You can hold your breath for as long as you're submerged, but take care on surfacing, as danger may be lurking up above!

On your journey to free Getafix, you will come across several types of potion (left by the Druid himself, no doubt!) which you'll find absolutely necessary to bridge and create gaps, destroy guardians and replenish dwindling health. Also littered around the playing area are several goodies to boost your points, such as coins and bags of gold. Don't leave keys behind either, as these are essential to completing the level.

Each level has a guardian, some have even more! All of these require different tactics to destroy, and only experience will tell you which to employ. Some are even indestructible. (How about that for difficulty!)

Destined to be a classic, along with the likes of *The Lucky Dime Caper*, *Asterix* once again proves that the limitations imposed upon the Master System are in reality only the limitations of the programmers, and that class software can still be produced on this great little machine.

● James "I Claudius" Scullion



Above: a small section from level 1:1. This tree-lined avenue is not as freindly as it seems. A clue: don't pick the daisies!

PROFILE

ASTERIX ● SEGA ● £32.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	2
STAGES	8
SKILL LEVELS	1
FEATURES	bi-lingual

SUPPLIER
Sega UK
16 Portland Road
London
W11 4LA
✆(071) 7278070

GRAPHICS 93
▲ Extensive and varied backgrounds.
▲ Brilliant animation on the main sprite

SOUND 85
▲ Quite an amusing tune really!
▼ Mais s'ne pas tout de Francais! (

GAMEPLAY 91
▲ Them Wops deserve all they get.
▲ Varied and diverse objective

CHALLENGE 86
▲ Puzzles require extensive thought.
▼ Could prove to be a little easy in long-term.

No matter what your age, you'll absolutely love Asterix!

PROSCORE 90

Either way, everyone's name ends in "ix".

AVAILABLE IN USA

GAME GEAR

CHASE H.Q.

"Message from Nancy at Chase HQ. The Ripper has escaped his cell and is on the run". Those are the words that launched a thousand car chases in the arcades on Taito's classic cop chase coin-op.

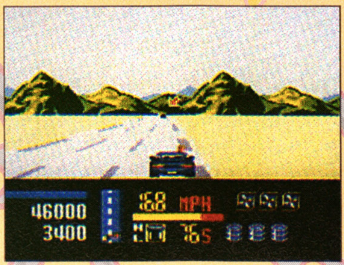
New York has a disease: crime. The police have lost control and the city has turned into a safe haven for all the unsavoury criminals that America has kept in the underworld for so many years. From spies to kidnappers, armed robbers to terrorists, they have all come to New York.

To combat this problem, the NYPD has set up a special division under the codename Chase. The Formula One ace, Tony Gibson, along with his side-kick Ray Brody, are in charge and must chase through the streets to catch the villains. With Nancy at Chase HQ, and time ticking down, you must jump into your fully fuelled Porsche 928S4 and save New York.

Chase down this game from KC's Computer and Console Magic, 3 High Street, Loughborough, Leicestershire. Tel: (0509) 211799. For £24.95 you get your own Porsche and no insurance worries.

The concept of *Chase HQ* is basically the same as *Out Run* with one or two added features. While most of the time you spend speeding through city streets, there are times when decisions have to be made, like choosing which car parts you want or which direction to go at an intersection. There are also some great statics, especially in the garage and on the stage map that shows you your course.

The in-game graphics are fairly simple, resembling *Out Run*. Unlike other versions of *Chase HQ*, the programmers have gone to great lengths to ensure the accuracy of the car sprites. All the sports classics are included, even a Lotus Esprit. To keep the speed up, the backgrounds are kept fairly simple, with simple skyscrapers and mountains scrolling horizontally in the distance.



Sound is genuinely annoying. The two tone engine drone is appalling, and when that siren starts going, get ready to leave the room... Luckily, the little ditties between the levels are a small saving grace.

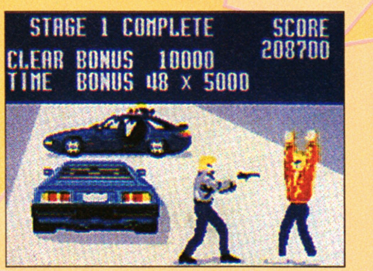
Above all, *Chase HQ* is a fast game to play. The road racing stage is certainly frantic as you desperately try to avoid the traffic and other obstacles. Once you have sighted your target, you get great satisfaction from trying to ram them off the road. Sadly, the play soon gets very repetitive. You just perform the same process again and again and after a very short while you've had enough. Pity really, because I quite liked the arcade game.

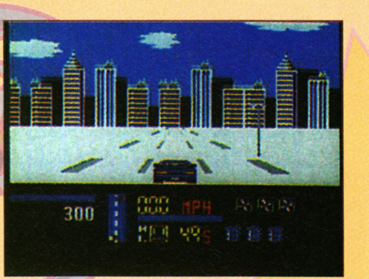
● **Les "chase me" Ellis**

We love you Nancy.

PROTIP

When you've sighted the enemy car, try to ram him from the side and not behind. If you knock him from behind you'll lose all your speed and he'll get away. If you hit him from the side, you'll retain your speed and ram him more times.





PROFILE

CHASE HQ ● TAITO ● £24.95 ● OUT APRIL

CART SIZE	2Mbit
PLAYERS	1
STAGES	15
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
Sega UK
16 Portland Road
London
W11 4LA
☎ (071) 7278070

GRAPHICS ▲ Fast moving chase sequences. ▲ Accurate detail on all the sports cars.	83
SOUND ▼ Instantly forgettable music. ▼ Argh, the dreaded siren...	57
GAMEPLAY ▲ Good race 'n' chase action. ▼ Too repetitive too soon.	62
CHALLENGE ▲ Tough against the clock. ▼ Very frustrating when you lose the enemy.	79

Chase HQ looks dated, even with the GG's extra statics.

PROSCORE 74

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MEGA DRIVE

TURBO OUT RUN™

Turbo Out Run is the latest addition to the ever-growing stable of _Out Run_ games. In this particular version, you have to race across America, from New York to Los Angeles, hitting checkpoints along the way, in such fair cities as Oklahoma and Chicago.

The obligatory Ferrari is now kitted out with a rather splendiferous turbo. This enables the driver to reach speeds in excess of light, thus appearing simultaneously at every point in the Universe!

Slight exaggeration there, but it does accelerate the car a heck of a lot faster when it's engaged.

A time limit is imposed on every checkpoint, necessary otherwise you'd just have a mellow cruise across the States. No, it's pedal to the metal all the way, making it a race against the clock and a possible night in the cells because the whole route is lined with the fuzz!

Any car game released now has a hell of standard to come up to. There are loads of great racing games on Mega Drive, from *Hard Drivin'* to *Super Monaco GP, F-1 GP* to *Super Off Road. Turbo Out Run*, unlike its predecessor *Out Run*, just doesn't quite hit the mark though.

The graphics are very similar to all the previous versions, big and colourful, and exceptionally fast moving. Your car is well-animated, especially the flame bursting from the exhaust pipes when turbo is engaged.

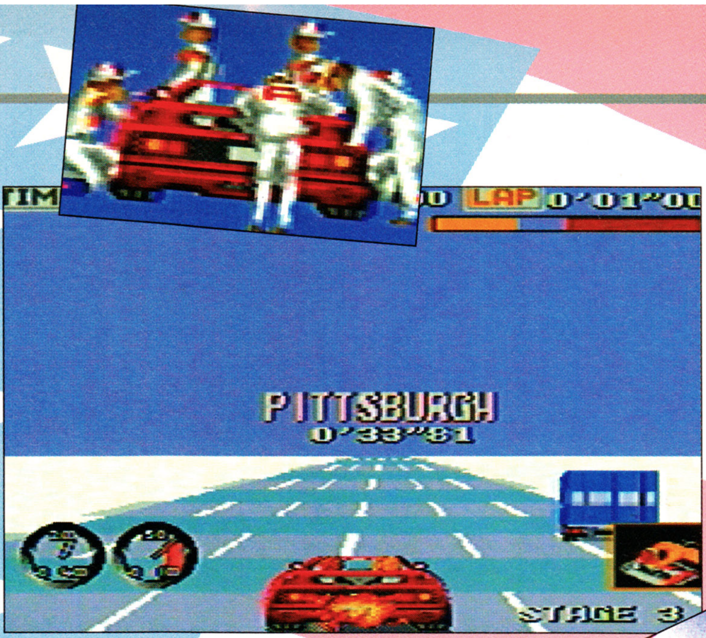
The blue skyscraper backdrop moves left and right in the distance as the road undulates switchback-style. Red and white barrels litter the road in large numbers and must be avoided.

The other road-users come in many varieties. There are sports coupes, large lorries, and what seem to be 2CVs, all of which are, rather obviously, far slower than you.

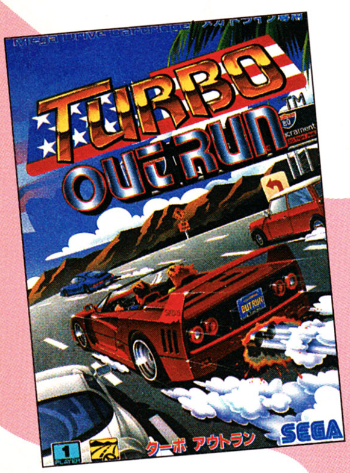
Sound isn't too bad. The engine revs passably, and the skid and collision sounds are quite realistic. There's also a cop-car siren, enabling you to hear him before you see him.

Gearing can be manual or automatic, but as usual, stick with auto to begin with, and once you're more confidant, then go onto manual.

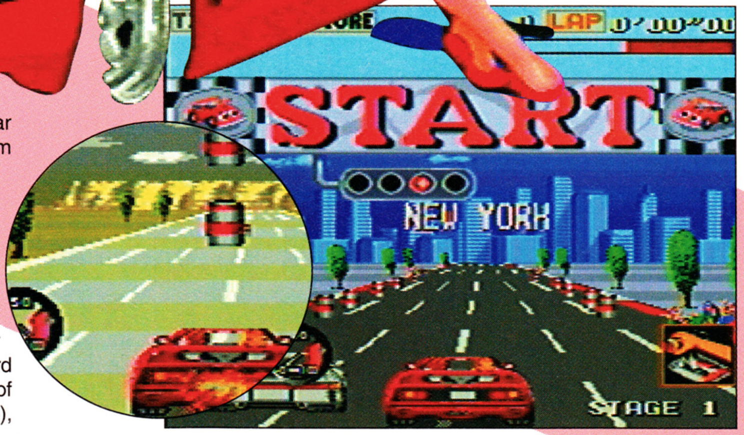
In-car instruments include a speedo, tachometer, gearshifter (which moves forward and backward for high and low, irrespective of whether you choose manual or auto),



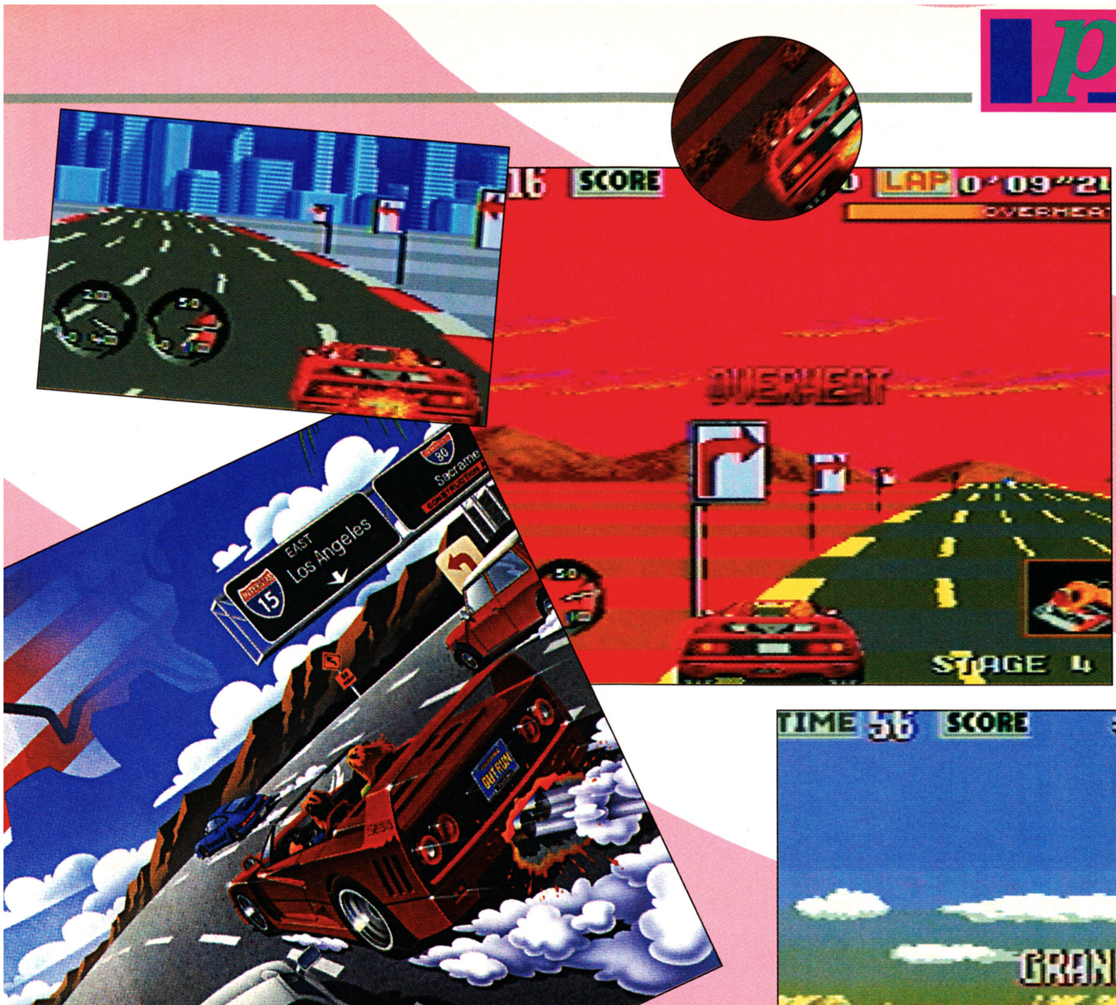
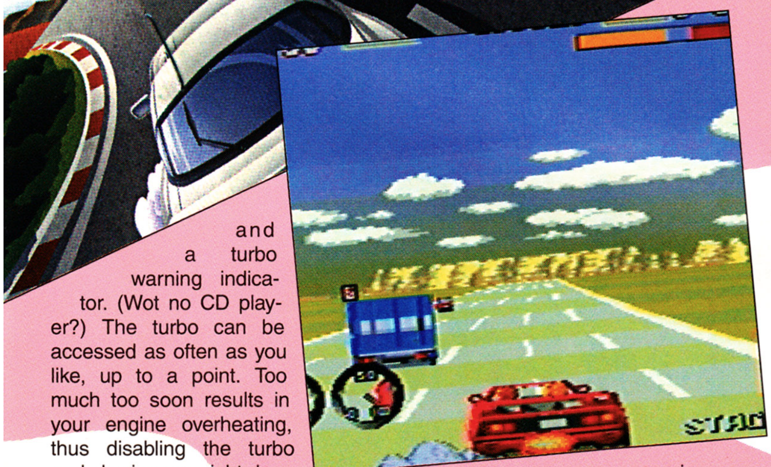
You've just zoomed through Pittsburgh in the time indicated. The small explosion in the boot of your car is nothing to worry about, it's just the turbo kicking in. There's a clear road ahead of you and just 17 stages to complete. Go to it!



Our ProReview version of *Turbo Out Run* was gleaned from that far off Eastern country known as Japan. But it makes no difference as you don't need to know any Japanese to play it. (Just be grateful you aren't racing in a Nissan Micra!) We got our copy from those Nissan owners at *Console Concepts, The Village, Newcastle-under-Lyme, Staffordshire ST5 1QB. Tel: (0782) 712759.* £34 is their asking price.



This game has out run its usefulness.

and a turbo warning indicator. (Wot no CD player?) The turbo can be accessed as often as you like, up to a point. Too much too soon results in your engine overheating, thus disabling the turbo and slowing you right down till you've cooled off.

Also shown, at the top of your windscreen, are the time remaining, your score, and fastest lap time. These are all well-positioned and easily referenced without you running the risk of losing total control of your motor.

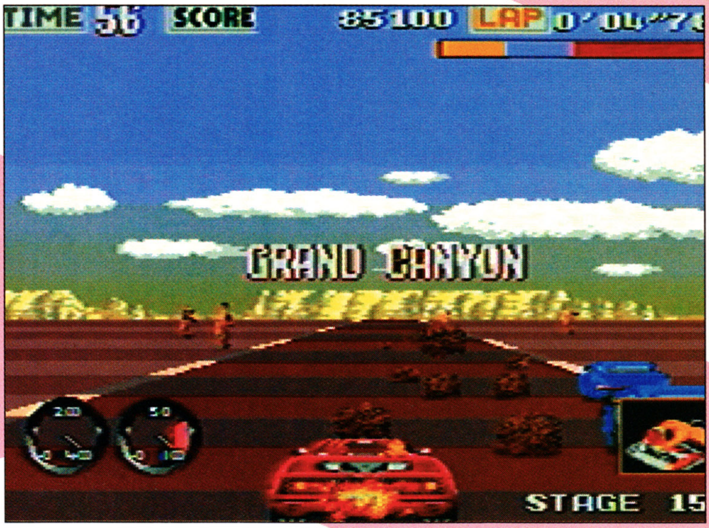
Turbo Out Run is quite good fun to play initially, but soon degenerates into just another dodge-the-oncoming-car game. It's not a lack of speed or playability that makes me say this, it's just that we've all seen too many of this type of game. There's a distinct lack of originality here, and if you've already got a fairly good driving game then stick with it. And even if you haven't, there are games around with far more bells and whistles than this simple affair. I for one am very disappointed by *Turbo Out Run*.

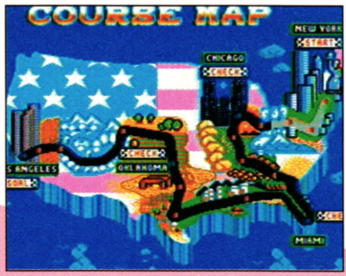
● **James "blow out" Scullion**

PROTALK

"The graphics are really smart. The flames coming out of the back of the car when I pressed turbo were my favourite. The engine noise is cool too. A fast, fun addition to the *Out Run* collection, although it's not very original."

Name	SIMON BARBER
From	TROWBRIDGE
Age	8
Fave game	GHOULS AND GHOSTS
Machine owned	MS





Top: you've just blown your enging from using the turbo at the wrong moment.
Middle: a puff of flame as you turn on the turbo.
Above: the course map shows how far you reached.

PROTIP

Save your turbos for long straights. Using them on bends will inevitably send you skidding into an off-road hazard, losing valuable time.

PROFILE

TURBO OUT RUN ● SEGA ● £39.99 ● OUT JUNE

CART SIZE	4Mbit
PLAYERS	1
STAGES	20
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
Sega UK
16 Portland Road
London
W11 4LA
✆(071) 7278070

GRAPHICS	▲ Fast, flicker-free movement. ▼ Lack of background detai	75
SOUND	▲ Fast, flicker-free movement. ▼ Lack of background detai	74
GAMEPLAY	▲ Fast reactions needed for the bends. ▼ Soon induces driving fatigue	78
CHALLENGE	▲ Fast reactions needed for the bends. ▼ Soon induces driving fatigue	79

The next *Out Run* game will need more than this to impress.

PROSCORE 77

AVAILABLE IN USA

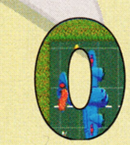
CALIBRE .50

April '72, the Vietnam war. Captain "Windbreak" Addis and his squadron of jet fighters are ambushed while inspecting a sleepy village at dawn.

Due to a reconnaissance error, misinformed by their superior officers as to the village's fire-power capability, they hit some heavy flak on entering their first strafing run. Addis's men request a mission abort, but gung-ho Windbreak denies their request, so in they go.

Sustaining heavy losses, he orders a retreat and re-group back at base. Suddenly a ground-to-air missile rips into his fuselage, knocking out his engines! Radioing for help, he finds himself outside the range of any friendly contact. A crash is imminent, and the bold Captain has no option but to eject.

As Captain Addis, you must make your way through heavy foliage and heavy fire, without sustaining fatal damage, napalming everything that moves, in an attempt to reach your rendezvous.



Oh what a tear-worthy sight greets you on the titles. It's your crate taking a dive into the forest, watched by you from your parachute! But there's no time to daydream, as soon as you hit the ground, it's into the game proper.

Calibre .50 is the latest in a long line of *Commando* clones, most recent being *Undeadline*. But it reminds me most of the series of *Rambo* games; the scenery is mostly impenetrable jungle and cleared areas, with miniature Viet-Cong attacking in swarms!

The scenery itself, although different on each level, is rather uninteresting. The ground is a yellowy-green stippled effect designed to look like sand, and the trees are all clones of each other. Buildings and out-houses aren't too bad but still lack any variety.

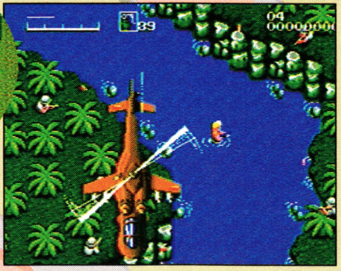
The inhabitants come in several rather intelligent varieties, from civilian farmers to accurate rocket-launchers. But just remember, they're all VC, so shoot first and ask questions later.

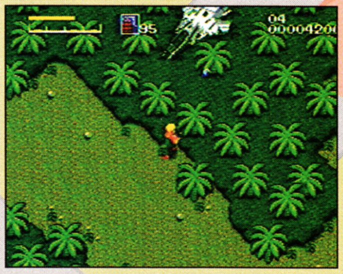
Power-ups, apart from being rather necessary, come in all shapes and sizes, with machine-guns, rocket-launchers and flame-throwers forming part of your repertoire.

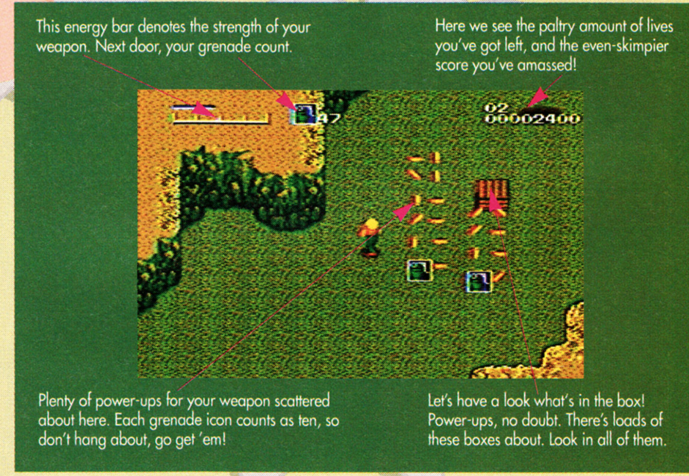
Soundwise there's not a lot to talk about. The tune's a pretty standard computer-generated sound, while the explosions and gunshots aren't too bad.

Calibre .50 is a fairly playable game. "Windbreak" is easy to control in all eight directions, and his weapon fires continuously, so really it's just a case of moving through the levels avoiding enemy fire. This leads to the criticism that the game is really a rather shallow conversion of a tired, over-used format. A complete waste of time in my opinion.

● James ".44 Magnum" Scullion







This energy bar denotes the strength of your weapon. Next door, your grenade count.

Here we see the paltry amount of lives you've got left, and the even-skimpier score you've amassed!

Plenty of power-ups for your weapon scattered about here. Each grenade icon counts as ten, so don't hang about, go get 'em!

Let's have a look what's in the box! Power-ups, no doubt. There's loads of these boxes about. Look in all of them.

PROTIP

Shooting a VC results in him leaving behind a rotating orange disk. Collect these for extra shot power.

PROFILE

CALIBRE .50 ● MENTRIX ● £27 ● IMPORT

CART SIZE	4Mbit
PLAYERS	1
STAGES	5
SKILL LEVELS	3
FEATURES	n/a

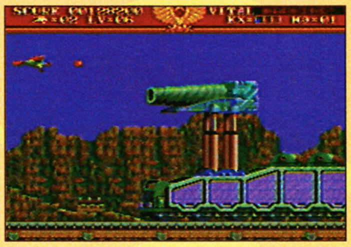
SUPPLIER
Kingbit Games
The James Thin Building
57 George Street
Edinburgh
EH11 2DA
✆(031) 2257682

GRAPHICS ▲ Intriguing plane crash sequence. ▼ Boring trees and sand surface.	60
SOUND ▲ Gunshots and explosions are fair. ▼ Hopelessly bad tune.	64
GAMEPLAY ▲ Sprite control is accurate. ▼ Severely lacking in originality.	62
CHALLENGE ▲ Level guardians are extremely difficult. ▼ The rest of the game is quite the reverse.	70

Unoriginal, unattractive, but playable. Very unexciting.

PROSCORE 63

Calibre comes from the Arabic word *qalib* meaning mould!



STEEL EMPIRE

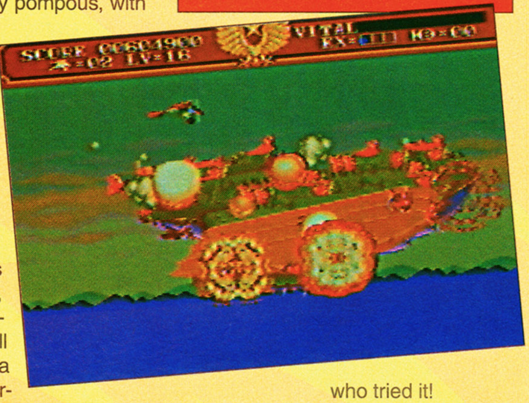
There used to be a Nemesis the Warlock story in 2000AD in which an alien race had been picking up television broadcasts from the early 20th century, and had based their culture around them. Preferring the feel of the Victorian era, their houses, transport and dress reflected this. If a computer game had been made of this, it would be something akin to *Steel Empire*. Space Age bi-planes, zeppelins, tanks and trains all make an appearance, and although having awesome fire-power, all look particularly dated. With a name like *Steel Empire* you'd expect nothing less.

You must traverse seven levels of retro-graphics, collecting power-ups and destroying the evil emperor's war machine before buzzing home for tiffin. So tally-ho, and chocks away, Biggles, old boy!

On seeing *Steel Empire* for the first time, you get the immediate feeling that this is going to be a winner. The animated black-and-white intro gives you a feeling of nostalgia that took me right back to the Hindenburg disaster (what a spectacle that was!). You first choose whether to be an airship or propeller–driven plane then it's straight into the action.

As soon as you hit the game, the graphics overwhelm you. I counted six layers of parallax in the beautifully-designed backdrops, and the artists have really worked on the sprites too! The emperor's henchmen come in all shapes and sizes, from winged bathtubs, flapping their way towards you, to monster guardians five or six times the size of the screen, that you and your kite must defeat.

The tune is suitably pompous, with plenty of brass and wind, and plays constantly throughout the game, while shots and explosions are all adequate, if not outstanding.



Control of your ship is sleek and responsive, and it's gotta be that way, with constant bombardment from all angles. You're gonna need all the power-ups the game bestows upon you too, which, happily, aren't in short supply. You start off with a measly pea-shooter and can end up with several bolt-ons, all delivering instant death!

Most surprising about *Steel Empire* is the amount of outsized adversaries you have to combat. It seems that every time you kill a couple of small guys, their mummy or daddy appear to avenge them. (And we're talking b-i-i-i-g parents!) This does have the tendency of slowing gameplay down quite substantially, although not in all cases, and was one of the major gripes of everyone who tried it!

The biggest flaw in *Steel Empire* is the monotony. At first, the huge sprites seem so innovative (and they are!), but exterminating wave after wave of them with no variation in the gameplay soon becomes dreary and dull, outweighing the saving graces of the game. Graphics fans in particular will sing its praises, but long-term gameplay is severely flawed.

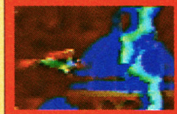
● James "aces high" Scullion

THE OFFICIAL VERSION

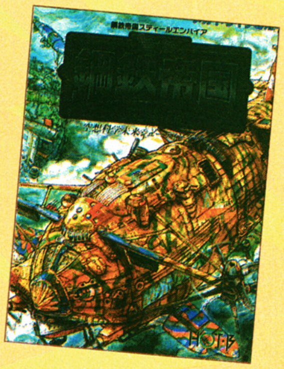
The Japanese version of *Steel Empire* – reviewed here – is published under the Hot B label. The US version is called *Battlewings* and is published by Sage's Creation.

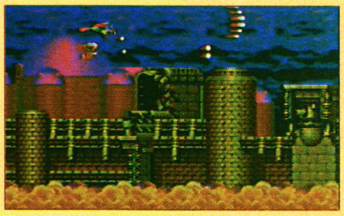
Flying Edge may be releasing *Steel Empire* in the UK soon. However, they feel that before they can release it, the game may have to receive a major revamp. As soon as we know the outcome, we'll be sure to tell you in the pages of SegaPro, and if the changes are radical enough, we'll even do a completely new ProReview of the UK version. Flying Edge say they are commited to only releasing top quality product in the UK, so be sure to check the origin of *Steel Empire* before you lash out. Remember, this is a ProReview of the Japanese version, NOT the forthcoming UK version.

PROTIP



Guardians have few vulnerable areas, wh ich can be extremely difficult to access so make sure you've stocked up with plenty of smart-bombs.





As you fly through the battle-torn remains of the city, rebel fighters zoom through the skies towards you, intent on your downfall.

PROFILE

STEEL EMPIRE ● HOT B ● £31 ● IMPORT

CART SIZE	4Mbit
PLAYERS	1
STAGES	6
SKILL LEVELS	3
FEATURES	n/a

SUPPLIER
Console Concepts
The Village
Newcastle-under-Lyme
Staffordshire
ST5 1QB
✆(0782) 712759

GRAPHICS ▲ Massive level guardians. ▲ Dated feel is well-captured.	85
SOUND ▲ Competent in-game sounds. ▼ Terrible theme tune.	75
GAMEPLAY ▲ Smooth shoot-'em-up action. ▼ Ain't boredom just the pits?	72
CHALLENGE ▲ Smooth shoot-'em-up action. ▼ Ain't boredom just the pits?	60

There's a really good game in here somewhere.

PROSCORE 72

Douglas Bader got drunk last night. In fact, he was legless!

NINJA BURAI

You are a Western seaman of the medieval era. Washed ashore on a small Okinawan island after your ship flounders in a heavy squall, you wake to find yourself in front of the local Samurai Lord.

He must like something about you, because instead of instantly decapitating you (customary practice on encountering barbarians in these parts!) he decides, for his own amusement, to place you in charge of three of his warriors: a ninja, a bowman and a staff-wielder.

To gain their respect and friendship, you must lead them through many miles of treacherous land and keep yourself, and them, alive!

On your way you will come across many opponents, but remember, etiquette demands that you bow pleasantly before beating their Eastern heads in.

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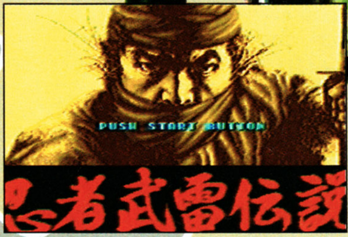
This storyline seems to borrow heavily from the blockbusting James Clavell novel Shogun, although this time it's shown from the Japanese angle. The authors themselves seem to be laughing up their kimono sleeves at us, saying "ho-ho, these Westerners know nothing about bushido and will perish in a most amusing manner". Unfortunately, in my case, they were absolutely right!

The intro statics are extremely tasty. There are no wide-eyed people in sight. Everything onscreen looks terribly Oriental, with pagodas, ninjas and samurais galore. The action is set on a forced 3-D map with the sea lapping at the coastline and clouds rushing past overhead, adding greatly to the real-time feel of the program. The sprites are colourful enough but rather small, although there is a clear distinction between them.

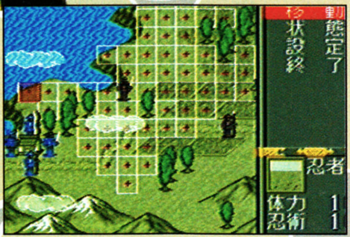


Musically, *Ninja Burai* sounds more like medieval England than feudal Japan; the soundtrack being played on what seems to be a harpsichord! The grunts and groans are okay, the best being the scream of the fatally wounded. Aaarggghh!

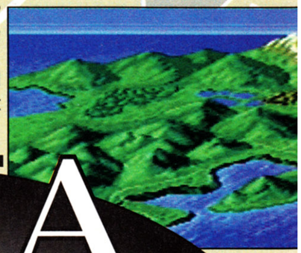
Playing the game is rather hit-and-miss as all text is, rather unfortunately, displayed entirely in Japanese. Options screens cryptically hide their functions, trial-and-error being the key to success.

If you are lucky enough to speak this language then a shopping trip could be in order. There is a weapon-seller, a grocer, an ugly old troll I presumed to be the oracle, and a vivacious young geisha girl offering rest and recuperation at extremely competitive rates!

PROTIP Invest in a Japanese/English dictionary before investing in *Ninja Burai*.

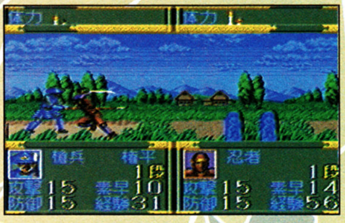


The only other screen I came across was during battles. Occasionally instead of your man just disappearing when killed, the opponents will meet and attack each other on auto-pilot. I always feel the lack of involvement in fight scenes is quite detrimental in most RPGs. Although die-hard fans will insist that they are just put in to appeal to arcade freaks, I would argue that they do provide much needed entertainment and variety that RPGs need.

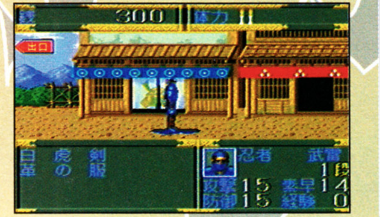


Finally, although I feel there could be a rather cool game hiding in there somewhere, the let-down of foreign text is just too great to justify a high rating.

● **James "Tai-Pan" Scullion**



Die, evil Shredder! Well it certainly looks like him, doesn't it? Many brave warriors met their maker right here!



PROFILE

NINJA BURAI ● SEGA ● £29.95 ● IMPORT

CART SIZE	8Mbit
PLAYERS	1
STAGES	unknown
SKILL LEVELS	1
FEATURES	bat. back-up

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GRAPHICS ▲ Classic Japanese artwork. ▲ Colourful landscapes.	80
SOUND ▲ Medieval music adds to feel... ▼ ...although rather occidental.	77
GAMEPLAY ▲ Could well be fun to play... ▼ ...but you'll need an interpreter!	73
CHALLENGE ▲ Well 'ard adversaries add to difficulty. ▼ Text is even more challenging.	86

High quality RPG that suffers from being mainly Japanese in context.

PROSCORE 79

It was considered erotic for medieval Japanese women to stain their teeth black.

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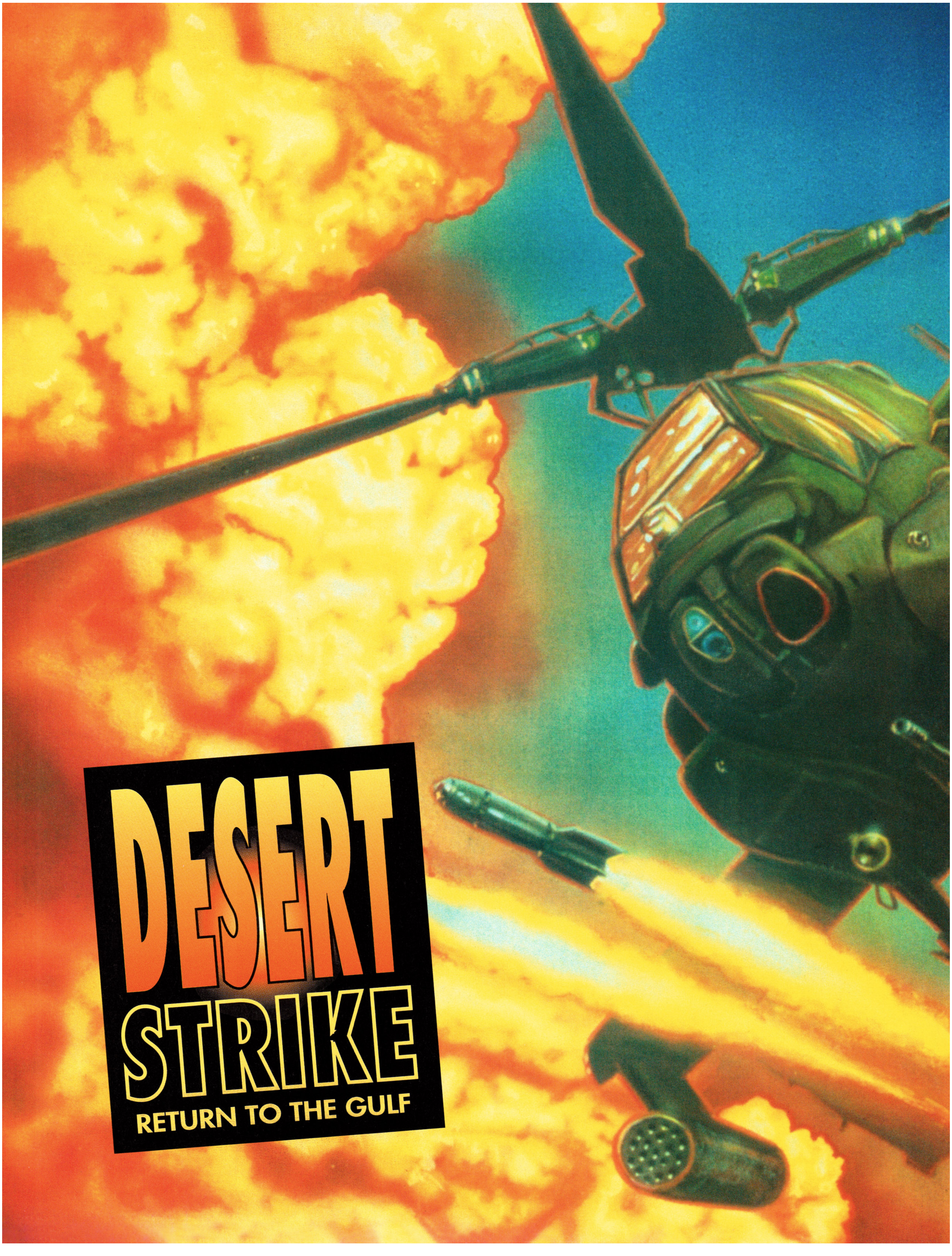
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GOLDEN DUCKS

Dear ProTest

I am a recent owner of the totally brilliant Mega Drive. To add to my games collection, I bought *Golden Axe*, which you gave 91% in the A-Z. Then looking at *Golden Axe II* you said it's a bit bigger and a bit better, but still only gave it 76%. Why is this, should I have bought *Golden Axe II* instead of the original?

In SegaPro#3 there was a short review on *Speedball 2*, at the end of which you said "we look forward to its official release in March when we'll review it in full." What did you mean by "in March"? Did you mean the month of March or the March edition? I know now, because I couldn't wait to get my hands on the March edition, only to find the review wasn't in it. I think this is a little misleading, you should state which you mean.

Another thing, in each edition there is a date for when the next edition will come out. On that day I ran down to my newsagent and requested my copy of SegaPro only to find it wasn't there. In fact it usually comes out about eight days after the quoted date. Is that the date subscribers get their magazine? It's very disappointing when you see all the other Sega magazines on the shelf.

Anyway, despite all this I think your mag is totally mega, and wouldn't lower my standards enough to buy some of the other magazines. Keep up the good work.

Richard Homblin, Tenbury Wells

PS: The tips books are ace.

So many questions...

The reason Golden Axe II received less than its predecessor was quite simple. Compared to other games around at the moment, Golden Axe II is a bit of a cop out. Like film sequels, the game is so much like the original, well-worn format that it is not worth buying – GA was original, GAII is not. As you can get the original for at least a tenner less than Golden Axe II nowadays, the original is still the best value for money.

Speedball II was originally planned to be reviewed in full in the March issue. However, due to the UK publishers, Mirrorsoft, running into financial difficulties due to Robert Maxwell's death, the game never actually appeared. Acclaim now have the rights to release it, but trying to fit the game into their own very packed release schedule is proving difficult. The American version has been available for months (although this won't work on British MDs), but as soon as we hear of an official UK release you'll be the first to know.

Finally, yet again everyone here expresses their extreme apologies for the lateness of the past few issues on sale. The exact reasons for each issue have been gone into in previous ProTests. But if you went out to get last issue on March 19 (as we'd promised in the previous issue), you'd have found it on the shelves. In fact, some shops (and subscribers, of course) even had SegaPro#6 before our official on sale date! Yes, it's true, we're actually getting the mag out on the date we promise, which means when you trudge the streets in pursuit of your favourite Sega mag, you can be sure it'll have reached the shops by the time you get there – unless they've already sold out, of course!

WE'RE GOING MAD!

Dear SegaPro

It would seem that you are becoming CD mad. Even though I think it's important to keep up with what's new, I also feel that there are a few people who would agree that you are giving too much of what has so far been a great magazine over to the CD market.

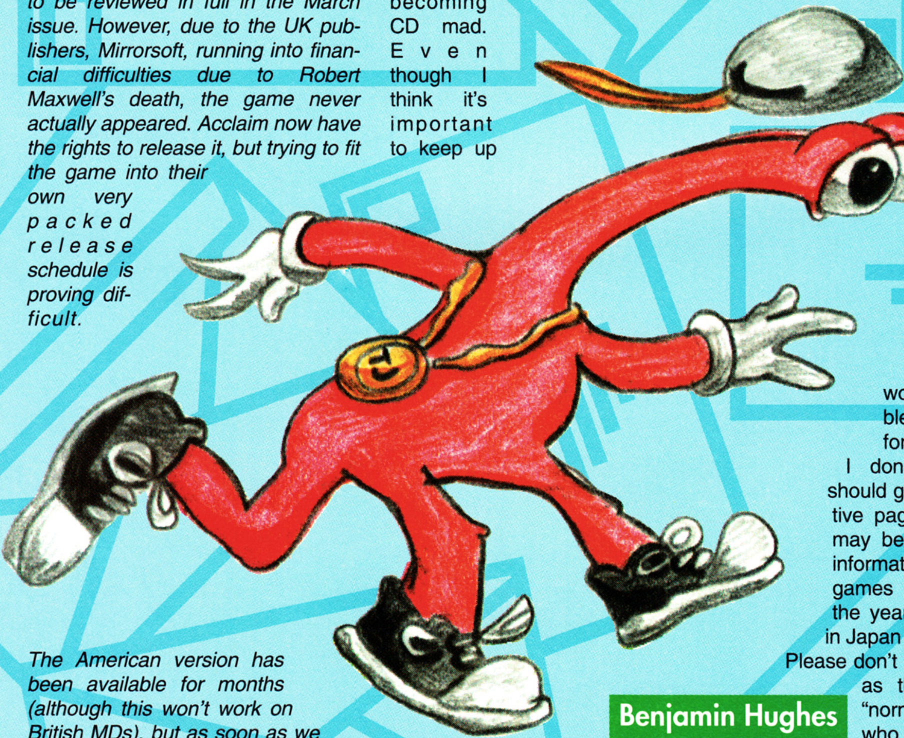
I understand that eventually the British CD will be released, and I find it interesting to see how much a CD can hold in memory. But it should be remembered that the average reader is not going to be able to afford such a unit. I myself am unemployed and would find it impossible to give £250-£300 for such a unit.

I don't mean that you should get rid of the informative pages, but I do feel it may be a bit stupid giving information and previews for games which, until later in the year, are only available in Japan or by import.

Please don't let the CD take over as there are plenty of "normal" console players who would like to see what our market is like and not so many imports. Thanks for listening.

JA Barwell, Mountain Ash

True, there does seem to be a hell of a lot of Mega-CD coverage in SegaPro, but judging by the amount of queries we get in every day, the



Benjamin Hughes

SEGA
C. Ibbot
Feb 1992

Chris Ibbotson, aged 21

Mega-CD is the most exciting Sega product since the Mega Drive and everybody wants to know as much as they can about it. Even if people can't afford it, why shouldn't they know about it? When the UK version is released (which is now rumoured to be early 1993), if you have read all the coverage in SEGAPRO, you will be fully versed in its pros and cons, and therefore you'll know what you're getting straight away.

At the outset, we printed every single thing we knew about the Mega-CD, but now the launch hoo-ha is over, the coverage is dying down a bit. Sorry you think it's overkill, but the Mega-CD, and its counterparts, the Wonder Megas (as featured on page 14) are a major player in Sega's future.

PROQUOTES

A few crawly snippets from letters we didn't have the space to print.

"Whoh! SegaPro dudes! Station!"
Ingle "fat cat" Wole

"I would give the T-shirt to my poor sick mother"
Simon Lewis, Sheffield

"I am willing to pay a good price for a copy of thefirst issue."
Andy Ginn (✆ 081-6690295)

"Atari 2600 carts only cost a tenner!"
Jonathan "stingy pants" Gresswell, Bedford

"I hope to buy every mag you send out."
Jonathan Wilkin, South Africa

"Give yourself a pat on the back, matey."
Leila Moule, Camberley

"Your mag is the best thing since pitbulls being castrated."
NWA (Nintendo Wreckers Anonymous)

"What happened to ProDates in SEGAPRO#6?"
Alexis Dite, London

PLEASE LEARN ME

Dear Sir

Please can you start making learning games for the Sega Mega Drive because my mum wants me to learn more than just playing games. And please could I join the SEGAPRO club. I am almost 12 years old.

Jonathan Antoine, London E5

Er, we don't actually program games here, but we know a man who does. If your mum wants you to learn something on your MD, try getting Art Alive (Sega) or Where in Time is Carmen Sandiego? (Electronic Arts), the first "edutainment" packages for the Sega.

To get free membership to the SEGAPRO Club, all you have to do is subscribe to the magazine. There's more information on page 68.

SEGAPRO NOW £32.99?

Dear ProTest

I am writing to complain about your magazine SEGAPRO. Other magazines, eg ST and Amiga mags, give playable demos, but your magazine does not. Would it not be possible for these to be included in yours?

Matthew Derrick, Bristol

As most, if not all, readers would feel that paying an extra £30 each issue for SEGAPRO is a bit over the top, we feel cover-mounting a cart may prove a bit of a flop. However, Derrick, if you send us a cheque for £32.99 (inc p+p), we will be pleased to send you a copy of SEGAPRO#8 with a cover-mounted cart containing a playable Mega Drive game. Till then, you'll have to make do with the books, stickers, competitions and sports watches that we've already cover-mounted.

Stone Head
Alex Kidd
Psycho fox

Thomas Barker, aged 6

PROBLEMS! PROCURES!

Will the worries of the nation never cease? Yet again, the postbag is filled to the brim with questioning Sega owners wanting to know the what, where and why of their machine and its software. You may sleep, but the Pros are hard at work 24 hours a day trying to answer all those nagging problems that have been keeping you awake during the night.

After bemoaning the fact that the Master System is poorly supported by software, **Alexis Dite** came up with a handful of posers. *New Zealand Story* should be out around June-July, but check out this month's mini preview for more news. *Slap Shot* is the only ice hockey game on the MS, but is pretty hard to get hold of and not very good. Forthcoming beat-'em-ups on the Master System include the great coin-op *Ninja Gaiden* (Sega) and *George Forman Boxing* (Acclaim). Finally, the four fave Master System games of the Pros are: *Sonic* (of course!), *Super Kick Off*, *R-Type* and *Bonanza Bros*.

Peter Kelly puts forward the interesting suggestion of the BBC's Red Dwarf for a game on the Mega Drive. It doesn't look likely as Red Dwarf is only known in the UK and probably wouldn't sell too well in Japan or America.

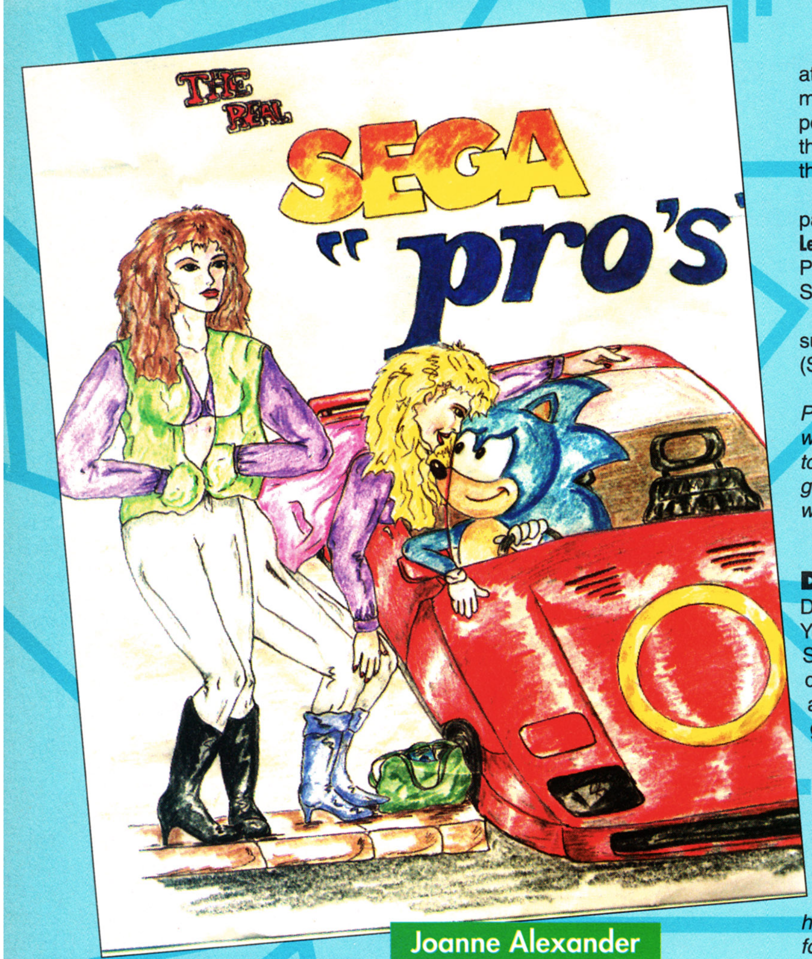
Mega Drive owner **Daniel Morris** doesn't buy games too often and wants us to choose two from his list that we think will provide long-term enjoyment. He proffers *Lemmings* (not out), *Shadow of the Beast*, *Chuck Rock* (not out), *Quackshot*, *ThunderForce III*, *Sonic*, *John Madden 92* and *RoboCod*. Mmm... For purely long-term challenge we'd probably say *RoboCod* and *ThunderForce III*.

Adam Thornett is looking for a power adaptor for an American Game Gear. He's tried looking in Tandy's (as we suggested a few issues ago), but can't seem to find one. Can anyone out there help him?

Ben Rigby, like many Game Gear owners, wants to know if *Quackshot*'s coming out on the hand-held. Well, you can catch Donald in his *Lucky Dime Caper*, but *Quackshot* will never appear on the hand-held.

Ben was also impressed by our review of the Japanese game *Skweek* in SEGAPRO#5, but wants to know when an official version's coming out. Well, the good news is that you should be able to get hold of one now under the British/US title, *Slider*. As far as we know, there's no difference between this and the Jap one.

P Monger asks if Sega can make a chip to enable the Mega Drive to dis-



Joanne Alexander

SEGA ARE STUPID

Dear SegaPro
I think Sega are being totally stupid. Why are they being so harsh on Accolade and Ubi Soft, they both have the right to release games. Sega are putting too much pressure on so many companies that some companies would think twice before programming Sega games.
Iain Murray, Aberdeen

We agree, and hopefully the European courts will too.

GIRLS CAN WRITE...

Dear ProTest
I think SegaPro is totally unbeatable, and I would like to say I am a girl!! Well, if you've just fainted, I don't blame you. Hardly any girls' letters are printed, or no girls write in. So come on girls get sending in those letters!!
Abigail Prest, Boston Spa

Well, just to prove all you girls wrong, we have three letters from female readers this month (and many more that didn't make it out of the post-bag).

GIRLS CAN BASH...

Dear ProTest
After reading the SegaPro questionnaire results, I was amazed to find that only 2% of your readers were female. If you want to hear something even more amazing, I am a 28-year-old housewife and mother of two children, aged five and seven.

We bought our son a Mega Drive for Christmas and now I am totally and utterly addicted. I rush the children off to school, then home again, quick flick around with the duster, and down to the serious business of dude-bashing.

Even our dog's forgotten what the park looks like. Who needs Aussie daytime soaps...
Vanda Micallef, Mitcham

GIRLS EXIST!

Dear ProTest!
Are your standards falling? (Probably not.) In issue four, in your review of *Quackshot* you said to get past the Transylvanian ghostie you should slide off the screen when he breaks up. WRONG.

What you should do is stop dead at every smile (or just before). If you move while he's smirking, then the poor guy goes to pieces! Take note of this fab tip, it's much quicker and there's no risk of getting splatted.

Oh, yes, one more thing. My sympathies for Damian Butt (poor guy).
Leila Moule, Camberley
PS: Yes, it's actually a girl reading SegaPro. We do exist, you know.

PPS: Don't you think this is worth a super-duper T-shirt, o great one? (Slurp, slurp.)

Poor old Damian's a sad man, and we fully appreciate your sympathy towards him, however it's nothing a good slap around the head won't cure.

DAVE'S MISTAKE!

Dear SegaPro
You made a mistake in SegaPro#5. In the SegaPro charts you wrote Master System above the top ten Mega Drive games and Mega Drive above the top ten Master System games.
Ben Taylor, Manchester
PS: When are you going to review *The Simpsons* on the Mega Drive.

Well spotted, Ben, but you weren't the first. The guilty party (Dave) has been taken out to a field and forced to play Nintendo games till he admits it.

We've already seen an early MD version of The Simpsons (which is,

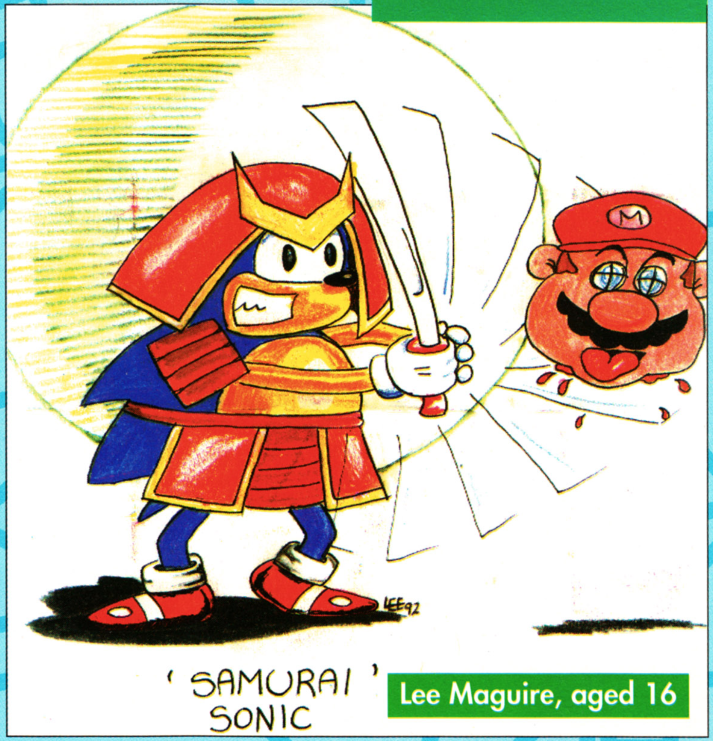
RATINGS REVEALED

Dear SegaPro
Why is it that people have a go at Sega (or whoever) when their games get rated below 90%? If every game was to get 90% then surely the fault would be with the magazine that reviewed them. It would defeat the purpose of reviewing games in the first place and readers would be no wiser which game they should buy next.

Some sub-standard games are always inevitably going to be released, but after all, without bad games there would be no good games.

Standards are improving (remember when MD *Altered Beast* was considered pretty hot stuff?), and if a game, such as the very excellent *El Viento*, doesn't achieve 90%, it doesn't mean it's a bad game.
Lee Maguire, Ascot

Very, very true, Lee. And for such wise and concise words you get the much sought after, limited edition, one-size-fits-all SegaPro T-shirt.



Lee Maguire, aged 16

incidentally, the best version yet) and should be reviewing all versions around the July issue. The Krusty the Clown game should be reviewed at Christmas-time on the Mega Drive.

SUPPORTING THEMSELVES?

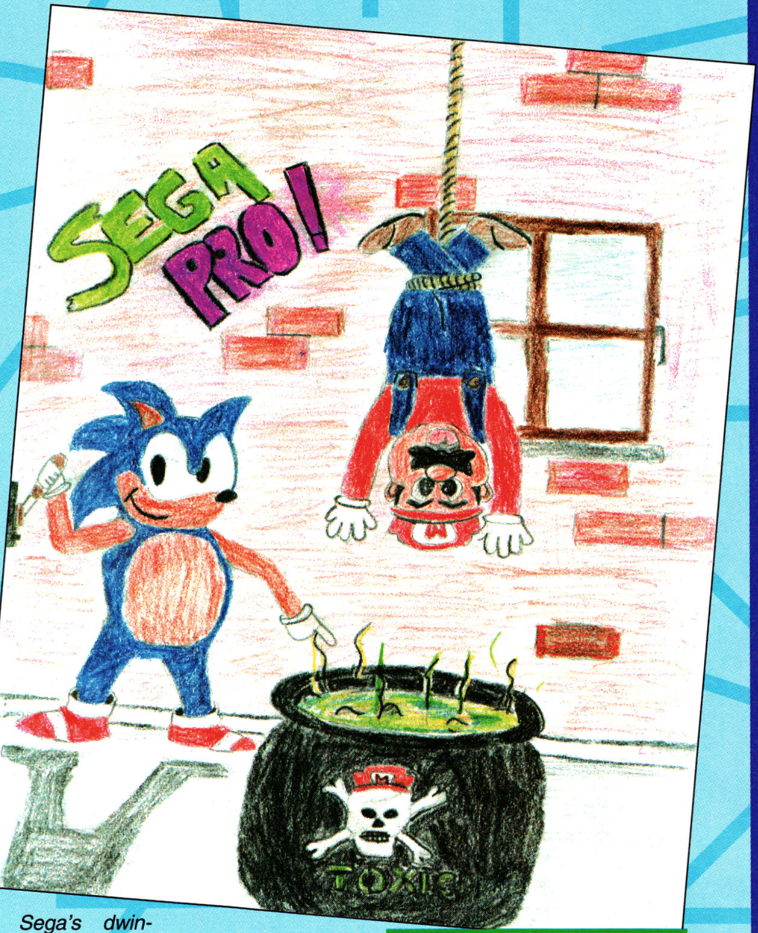
Dear ProTest
Why is Sega's support for the Master System so pathetic? I have been computer gaming for over ten years and have never seen such a lack of interest from a company in a potentially good product. It may not compare with the Mega Drive, but the Spectrum used to hold its own against machines like the Commodore Amiga in days before Sega and Nintendo. This was because Sinclair cared for their products and with the amount of Spectrums around at the time this was essential.

It is also true that there are more Master Systems than any other Sega, and with quality cartridges like *Sonic, California Games* and *Super Kick Off* available so much more is possible. Come on, Sega – let's improve the quality and quantity of software for the Master System. It's not finished yet. Let's face it, the Spectrum's still going!

Ted Griffiths, Middlesex

PS: I agree with Mark R (SEGAPRO#5); following *Lemmings* on the Spectrum, the MS version could be brilliant.

Sega's dwindling support for the Master System is very disturbing. Unfortunately, SEGAPRO can do nothing but agree and sympathise.



Gary Foster, aged 12

SEGA
Pro
Master System II
GAME GEAR
SEGA
MEGA DRIVE
SEGA

Paul Le Harne, aged 10

play more than 64 colours onscreen at once, and if so could it go in a cart? Mr Monger, are you really that dissatisfied with the colour display on your Mega Drive? Sega probably could design such a chip, but it would make the carts very expensive to produce. Why not just wait till the Giga Drive comes out in 1993/4. Monger-man also asks about *Dragon's Lair* and *Powerdrift* on the Mega-CD. *Dragon's Lair* is certainly on the books, but no news on *Powerdrift* yet.

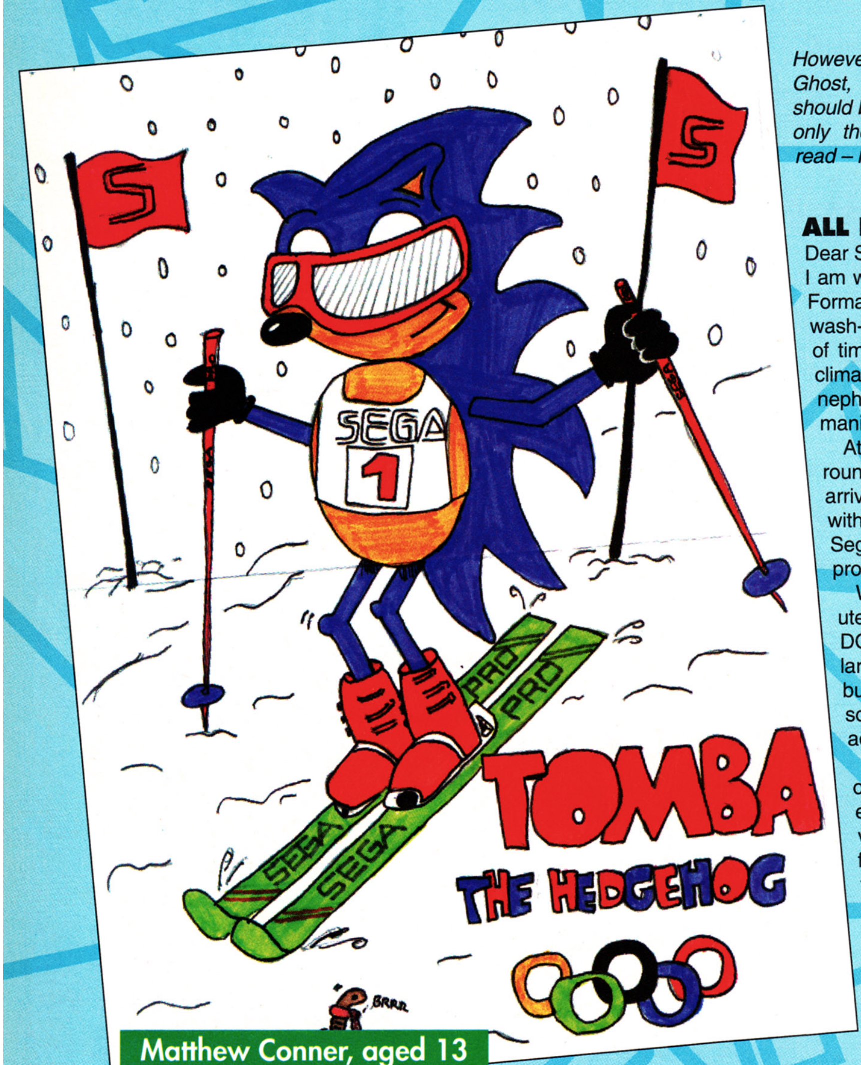
Just to clarify things for **C Williamson** and **Michael "big, big" Harris,** the UK Mega Drive combined with a Jap Mega-CD will result in out-of-sync CD sound. If you use a Jap Mega-CD and Mega Drive you will have no problem. However, Sega warn that UK Mega-CD units will not be compatible with foreign discs, and UK discs will not work on foreign machines. There will, of course, be attempts at producing convertors, but this will be a very difficult task if Sega get their protection together. So far all Mega-CD games have Japanese manuals, in-game text and speech, and we can't foresee this changing. If in doubt, wait for the official kit.

Manchester United Europe is on the edge of everybody's lips. **G Grey** is just one of the many readers who wanted to know when this great 16-bit computer game will reach the Mega Drive. Well, the game is already in production at Virgin, and from what we've seen, it should be the best version yet. You now get a kit design option, better options screens and a more impressive range of opponents. A release date is still not set.

Finally, **Scott Truelove** would like to say that despite us saying *Rolling Thunder 2* was Scart-only in our review, he's got it to work fine on his Japanese PAL Mega Drive. He'd also like to point out that the game is now out in America with English instructions. Of course, when we said "Scart-only" we meant that it would only work on machines that ran at 60Hz, which means both PAL and Scart Japanese and US Mega Drive, but most certainly NOT UK machines.

And that's it for this month. The Pros didn't even break into a sweat with those questions, so how about some real toughies for next issue.

If you've got a real worry on your mind, write to the Pros and let them solve it for you. But remember, tips enquiries should be addressed to Damian's ProHelp! section. Contact the all-knowing Pros at ProBlems and ProCures, SEGAPRO, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.



Matthew Conner, aged 13

However, looking on the bright side, there are loads of great UK software houses developing decent MS games for release this year. Unfortunately, the problem seems to be in Japan and America where the releases merely trickle through when they should be flooding in. All we can do is moan and hope someone, somewhere is listening.

DAVE'S FAULT (AGAIN!)

Dear Pros

I noticed something a bit odd in SegaPro#5 that I think you ought to know about. When I read the page with the Master System review of *Laser Ghost*, I noticed that you had most mistakenly forgotten to add the ProScore.

David Potts, Gillingham

Dear ProTest!

In issue five of your fabulousooo magazine, I noticed that you didn't print the ProScore for *Laser Ghost.* Since then I have calculated the score for the thickies out there as 80.25% (to two decimal places). For my troubles I expect a large T-shirt or a large amount of cash. This also proves that "Les" is as thick as everybody thinks he is, not being able to work out such an easy equation.

Paul "me again" Duncan, Slough

Look, pal, just because you live in Slough, it doesn't give you the right to call Les a thickie. Anyway, Les has got a B-TEC (whatever that is)!

As any SegaPro worth his salt will know, overall ratings are not a strict average of the four other scores. The overall takes into account the fact that features like graphics may not be very important in the game (like Sega Chess) or very important (like Quackshot). It also takes into account the price, packaging, etc. In fact, the actual ProScore that Les gave Laser Ghost was 79%. However, due to the content of Laser Ghost, Dave felt that the rating should be printed in a special ink that only those in the afterworld could read – hence it disappearing.

ALL FORMATS CON?

Dear SegaPro

I am writing in connection to the All Formats Computer Fair. What a wash-out! What a complete waste of time and money. What an anti-climax for myself and younger nephew (another Mega Drive maniac).

At the end of a hundred mile round trip to Haydock Park, we arrived home empty-handed, without any of the "bargains on Sega hardware and software" as promoted in SegaPro#4...

We were in and out in ten minutes. NO SEGA, NO NINTENDO, NO ATARI. I don't particularly care about the latter two, but I would have expected something from Sega after an advert in your magazine.

I am not putting the blame on yourselves for this, as I expect you're unaware of the very low standard set by this fair. However, I would think twice about advertising it again.

There is only one winner in this fair and it is the promoter.

DB Molyneux, Ashton-under-Lyme

When the All Formats Computer Fair started there were only one or two fairs a month, and they contained many more than the few stands you mention. Sadly, we haven't been able to get to any of them since they increased the frequency of them, but obviously, the quality and content of the shows has suffered. As with all shows, our only suggestion is to give the promoters a ring and get a detailed list of all the exhibitors that are expected there. You may have just been unlucky and picked on a particularly bad fair; have any other readers encountered such problems with the fairs?

TEEN ANGST

Dear SegaPro

I've got a dick of a friend who thinks he's it. This is for he owns a, uhh, I think you call them Crap Boys or something. Anyway, he's always saying it's so great, so I twatted him. This occurred because he insulted one of God's great hand gifts that I own, the Game Gear. Him owning a Game Boy is a big enough insult for Nintendo, but for Sega, well...

To cheese him off even more than my fist, I have written a poem...

Game Gears have coloured screens,
Game Gears are mean.
Game Gears are greyie black,
They used to be white.
Game Boys are gay,
and have always been...

If Chris "Dickless" Willis starts on Sega, or especially the most excellent SegaPro, I'll twat him again.

James Garnett, Oldham

James, you are suffering from teen angst. I suggest, to save your own personal well-being, you possibly see a psychiatrist about this soon. You are right when you say that words will hurt him more than your fist – in fact, we were all wincing here when we read your poem. Please try to appreciate that abusing Nintendo owners will do them no good in the long run, they just grow up to hate Sega. We must try to coax these unfortunate beings around to the thinking that Sega is, of course, best. (Perhaps Chris, your friend, could accompany you to the doctor about his unfortunate complaint too.)

EXIT COMP

We had a deluge of entries in for the JFK Exit comp in SegaPro#5. You'll remember, the sentence we gave you to complete was:

If John F Kennedy were alive today, he'd look at the way Nintendo were running their operations and say: "...

Most of the entries were of the "Ask not what you can do for Nintendo, but what Nintendo can do for you – nothing" variety, or long essays which generally ended with JFK getting someone to shoot him in the head for playing Nintendos or in despair at the way Nintendo were running their company.

However, Ian Price from Milton Keynes came up with the cutting reply: "and what do you do for a living?" Ian wins himself a Mega Drive cart, which should, as we speak, be winging its way towards him.

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BAC TO THE FUTU

MASTER SYSTEM

Yeeee-haaa! Welcome to the Wild West, pardners! Did y'hear the one about the two cowpokes that scooted around through time savin' folk? Well this is their story, so gather 'round the kindlin' an' Ah'll tell y'all about it.

There was this here fellow, Doc Emett Brown if'n Ah remember rightly, an' he was an inventory-fellow. Always with bits of glass 'n' wire hangin' from his britches, an' an ornery stare on his dial. Some reckon he came from way in the future, just to save a schoolteacher from an early visit to Boot Hill. (an' some reckon that's just plum crazy talk!)

Well, one day a stranger rode into town. Clint Eastwood he called himself (dang funny name, that!) an' Ah could tell soon as Ah set mah peepers on him that he was from exactly the same place as the Doc. An' the rest? Well, the rest is just hist'ry!

Back to the Future 3 is a game with three totally different levels, all of which relate well to the film, each having a static showing a relevant shot from the story.

Level one sees the Doc on horseback, chasing the runaway buckboard carriage containing his heart-throb, Miss Clara. The side-on 2-D graphics on this level are large and colourful, with plenty of cacti, buffalo skulls, and red-rock boulders fleshing it out. The Doc and his steed are well-animated, galloping along at break-neck speed in pursuit of his sweetheart. Along the way he can collect several of Clara's (ahem) smalls for bonus points, and several extras float by, which can be caught if skilful enough, for extra lives, time and speed, to name but a few.

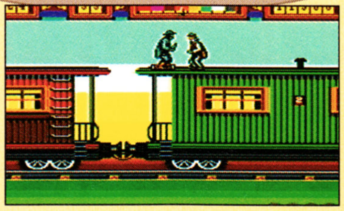
The bad guys on this level are all lethal and quick. There are two types; animated and static. The animated ones include swooping kamikaze buzzards, bad guys also on horseback shooting from the hip, and tomahawks thrown straight at your bonce. These must all be shot or ducked, or it's a dusty tumble off your horse and a life less. The static hazards range from tree-stumps to bridges and pits which your mount must jump. If your timing is out then he'll refuse and send you flying, decreasing your life-clock once more.

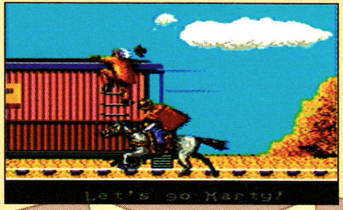
PROTIP Remember to replenish your plate supply on level two, otherwise you'll have no defence against the crooks, and become a sitting duck!

A jolly Western-ish theme jangles through this level, and sound effects include gunshots, an "oof!" when you're knocked down and a "whoop-whoop!" as your horse stalls.

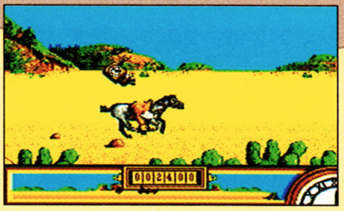
Collision detection isn't exceptional but just about tolerable. The frustration factor is quite high, although you get plenty of continues with which to try again (even though you've got a raging case of saddle-sores!). Strangely, the first level is the toughest of the game.

The most fun you can have in this game arrives in level two. Facing horrendous odds, you must kill all of the bent Marshall Buford's henchmen. They all have six-shooters, and you'll be glad to hear you're armed with... wait for it... plates. Yes, plates! Throwing

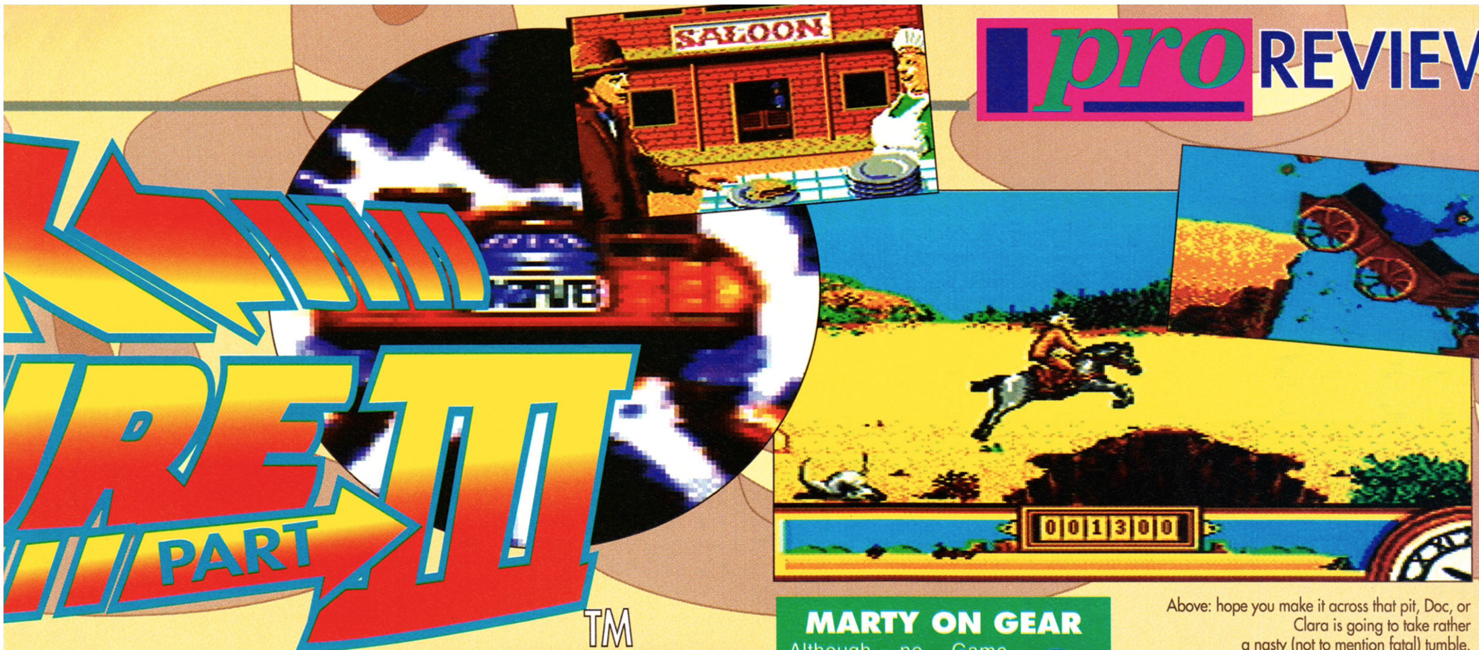




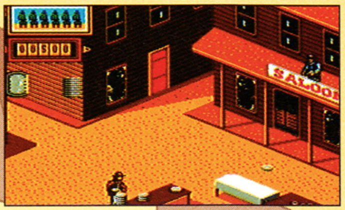
Great Scott! How time flies! Mind that clock, Doc, or you'll be taking an early dust-bath, because this is your last life, pardner!



HERE LIES
CLARA CLAYTON
DIED
September 1855
Teacher for a day
Fell into Clayton Ravine
Nº 131
Nº



Above: hope you make it across that pit, Doc, or Clara is going to take rather a nasty (not to mention fatal) tumble. Inset: whoops! Too late, there she goes. Goodbye for ever, darling!



Above: watch out for the guy on the roof, Marty! Frisbees are back in fashion, so get that wrist action going!

them like frisbees, you must hit each thug several times for him to drop out of the running. Accuracy is the key point in this level, because they're all sharpshooters themselves.

Graphically this level is nothing like the last. You're Clint (Marty) this time, in forced 3-D perspective. The well-drawn hoods all pop out from doorways and windows of extremely well-drawn buildings, guns a-blazin' in an attempt to pepper your hide. Gunshots and smashing sounds accompany the action, as does another red-neck tune. A scoreboard tells you how many you have left to hit, and once all gone, out comes the Marshall himself, making a beeline for you. Fire a few saucers at his fat head, and he's history. That's it, level two completed.

Level three is a different affair once again. Travelling across the top of a moving steam train, you must battle your way against even more thugs, towards the engine. Your silver Delorean time machine is being shunted along by it, in an attempt to pass it through the event horizon. If this happens before you get there, then it's bye-bye 20th century! Along the way you must collect various keys to allow you access to the later parts of the train. Not collecting them results in having to backtrack. As you're on a time limit, this can be rather infuriating!

Graphically the third is the least interesting. The backdrop is almost non-existent, and the train minimalist to say the least! The thugs are rather jerky too, almost inanimate really, with just arms moving to throw their knives at you.

The tune's right out of Casey Jones (chuff-chuff!), as are the sound effects. Although there's not much to the least level, it's still rather playable. Making your way across the train you have to avoid signal boxes and mail-bag hooks, adding to the addictiveness of the experience.

MARTY ON GEAR

Although no Game Gear version is planned, we did throw Marty through the Master Gear convertor – a big mistake. The game becomes very unplayable on the small screen, with it seeming even less responsive because of the tiny graphics. The second stage is incredibly frustrating as it requires very accurate throwing of the plates – which the small screen makes very difficult. Finally, the sound is a lot worse through the tacky GG speaker.

MARTY ON MEGA

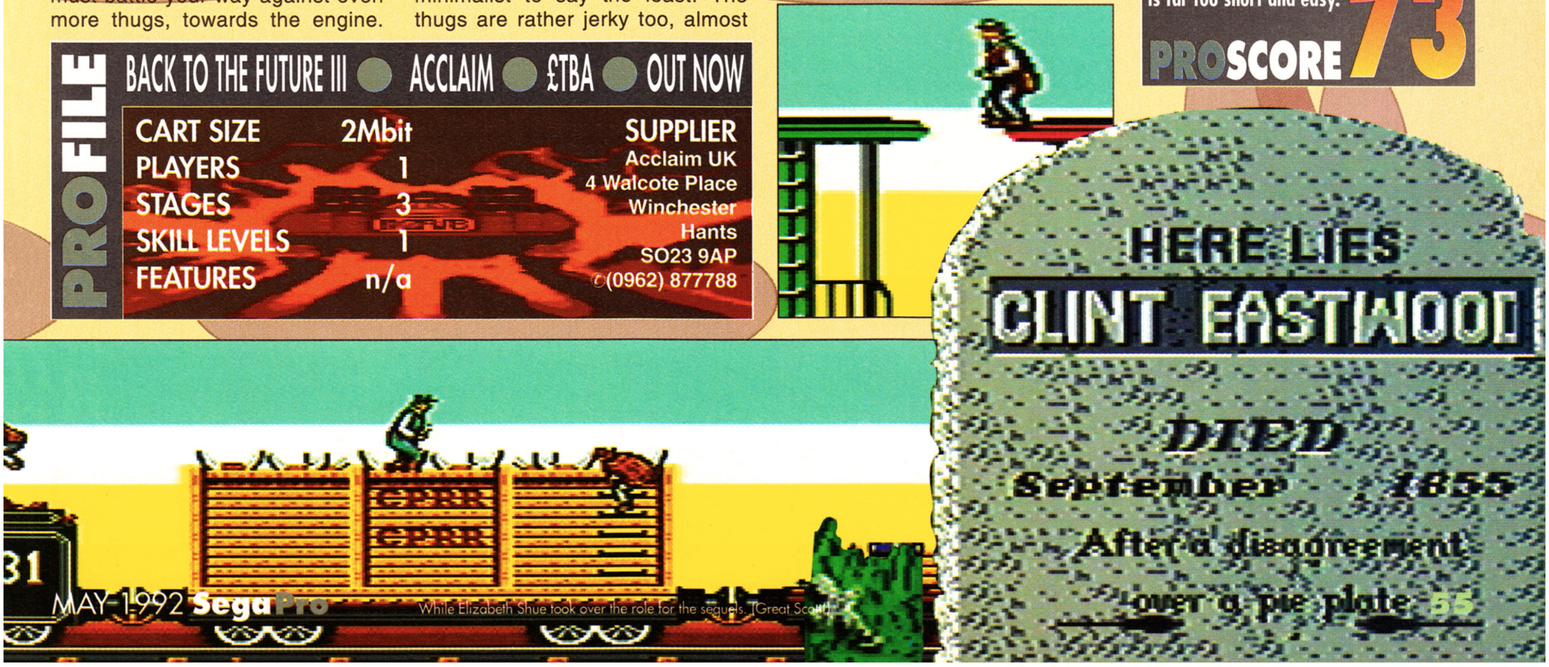
The Mega Drive version of *Back to the Future III* has just been finished. The game should be available now, and apparently just has enhanced graphics and sound – still the same amount of content. Give Acclaim a ring for more information.

GRAPHICS ▲ Nice statics, cowpoke. ▼ Not entirely flicker-free though.	77
SOUND ▲ Dolly Parton eat your heart(s) out! ▼ Very beepy, no depth to the tunes.	76
GAMEPLAY ▲ Stages contain loads to keep you busy. ▼ Collision detection is a bit suss.	81
CHALLENGE ▲ It starts hard then gets easier. ▼ And it's soon completed.	70
It relates to the film, but is far too short and easy. **PROSCORE**	73

PROFILE

BACK TO THE FUTURE III ● ACCLAIM ● £TBA ● OUT NOW

CART SIZE	2Mbit	**SUPPLIER**
PLAYERS	1	Acclaim UK
STAGES	3	4 Walcote Place
SKILL LEVELS	1	Winchester
FEATURES	n/a	Hants
		SO23 9AP
		✆(0962) 877788



While Elizabeth Shue took over the role for the sequels. [Great Scott!]

"Chess. The final frontier.

"These are the journals of the Spaceship Game Gear.

"Our mission; to seek out new software, discover new territories, and boldly go where no hand-held has gone before.

Janitor's log: stardate Friday the 13th.

"The Chessmaster has appeared on our minuscule monitor, and is invading our headspace. Hailing frequencies are open and the message is "Welcome to The Chessmaster". Dr Spot, analysis please!"

"Affirmative Captain. There seems to be an alien presence on ship. It seems benign and is offering us the pleasure of an ancient board game played by the primitive Earth-people. Extremely logical!

"Data banks reveal that this particular game was revered by high-brow human-beings throughout their turbulent history. I shall attempt communication by engaging in play with this entity.

"Vulcan mind-meld commencing now!"

THE CHESSMASTER

The Chessmaster is an action-packed shoot-'em-up adventure game... and I'm the biggest tale-teller in the Universe!

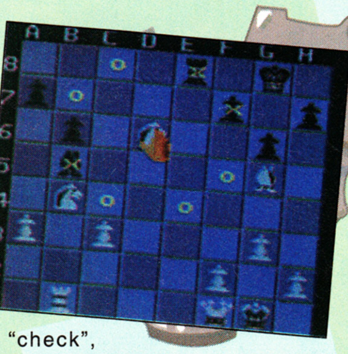
No, the truth of the matter is, rather obviously, that this is chess for the Game Gear. And an extremely polished product it is too!

Hit the power button to on you are greeted with an extremely clear sound sample, "Welcome to the Chessmaster", and a really neat digitised picture of a rather formidable-looking old wizard. He sits leering over his board, his hand quivering in anticipation, poised for that lethal check-mate.

The board itself is a bog-standard blue-and-white computer chessboard. All the pieces (black and white, of course) are easily distinguishable from each other and a hand sits floating mysteriously above them.

Once you choose your piece with your hand, it then picks the piece up and allows you to deposit it where you like, rules willing. The Chessmaster is extremely stringent on following the rule book as he has a library of 150,000 classic moves stored deep within his neural-network, so cheats will be zapped into null-space till they comply!

Samples accompany all moves, mainly consisting of "white", "black", "captured" (for a taken piece), and

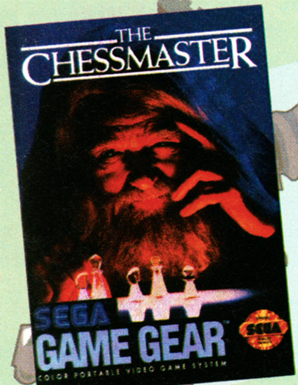


"check", ultimately leading to the inevitable "check-mate".

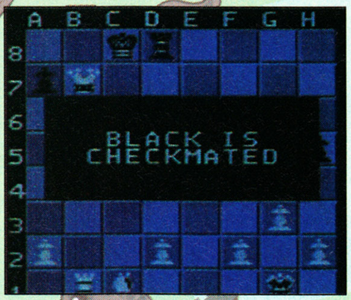
The most staggering thing about this particular game is the veritable host of options screens. There's nothing that can't be tweaked. From zero to two players, the control you have over your game is phenomenal. There's a helpful take-back mode, set up your own board, and load 'n' save functions amongst many others. The settings menu is also huge and has plenty of other helpful features including a level selector to handicap your digitised opponent and the ability to toggle rules I've never even heard of.

Chess-playing Game Gear owners, this is for you. If a tough game's your style, you'll get one. You may prefer, though, to be coached in the finer points of, say, En Passant! Either way you'll get your money's worth with *The Chessmaster*.

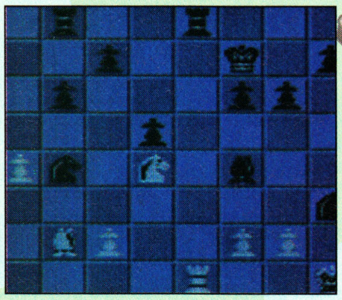
● **James "Karpov" Scullion**



CHECK out our MATEs at Console Concepts for a copy of *The Chessmaster*. They can be found at Unit 18, The Village, Newcastle-under-Lyme, Staffordshire ST5 1QB. Tel:(0782) 712759. The price for an audience with the Master is £28.

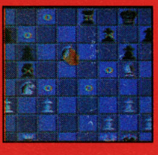


BLACK IS
CHECKMATED



It's game over for black here, white was just too good. This is just one example of the several informative messages that *Chessmaster* keeps you updated with throughout the game.

PROTIP



Always castle your King for maximum protection, not forgetting to move his surrounding pawns last.

PROFILE

CHESSMASTER ● SEGA ● £27.99 ● OUT NOW

CART SIZE	2Mbit	SUPPLIER
PLAYERS	2	Sega UK
STAGES	1	16 Portland Road
SKILL LEVELS	13+	London
FEATURES	password	W11 4LA

☎(071) 7278070

GRAPHICS ▲ Clear, well-defined pieces. ▲ The Chessmaster looks like Catweasle.	80
SOUND ▲ Lovely in-game samples. ▲ No irritating tune!	86
GAMEPLAY ▲ As fast or as slow as you like. ▲ Innovative hand icon.	79
CHALLENGE ▲ This guy's a real Pro. ▲ He welcomes beginners, though.	98

Quality stuff. The most comprehensive chess tutor you will get.

PROSCORE 83

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TOM & JERRY
WIMBLEDON TENNIS
RUNNING BATTLE
LINE OF FIRE
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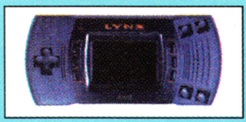

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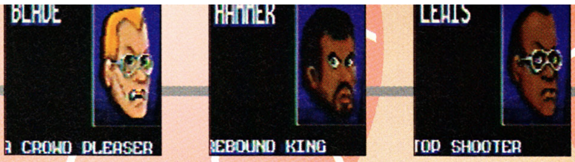
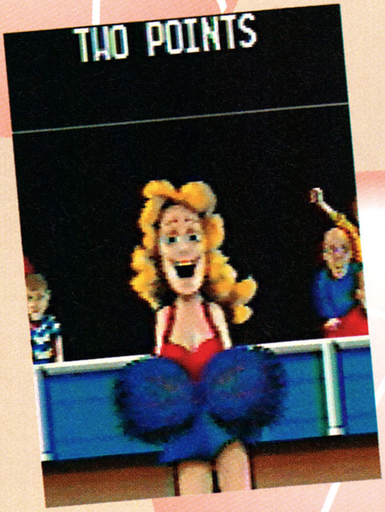
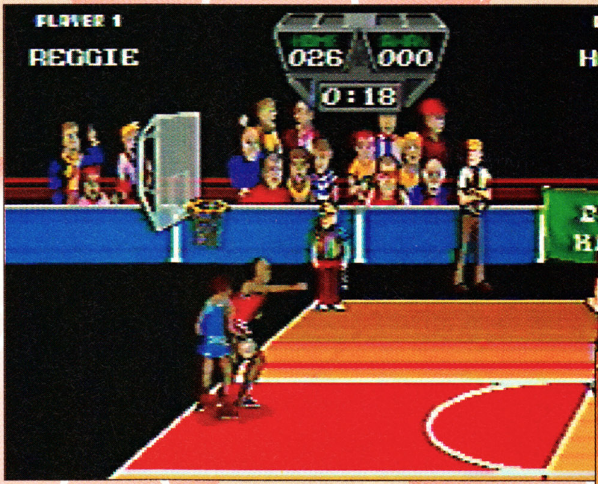

BLADE
A CROWD PLEASER
HAMMER
REBOUND KING
LEWIS
TOP SHOOTER

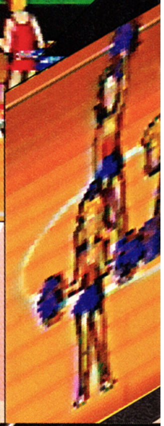
Honest sportsmen switch off this magazine now! This is possibly the most mean, dirty, lawless arcade sports challenge yet!

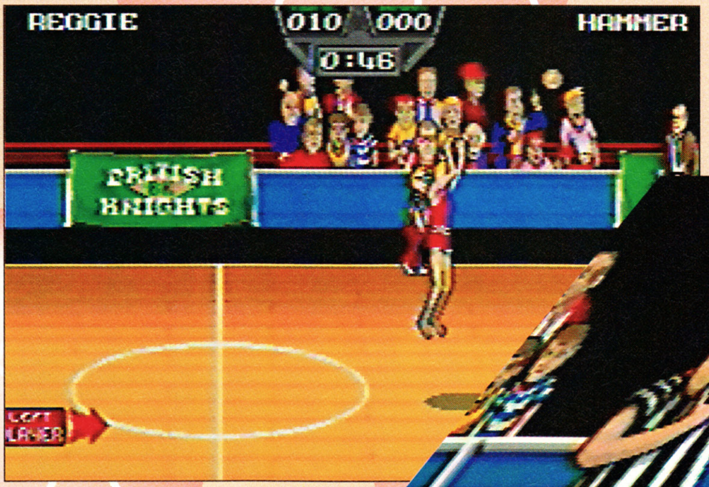
Basketball's the name of the game, but it's basketball with a difference! Everyone knows that rule number one is no physical contact, and any infringement of said rule results in severe punishment. Well, in *Arch Rivals* this rule is non-existent! Anything (and everything) goes, from pouncing on your opponents to kicking the referee's head in.

Apart from this rather (ahem) minor difference, *Arch Rivals* faithfully follows the sporting side of things. Sponsored by sports shoe manufacturer British Knights, it's the kind of basketball played in places like The Bronx, Harlem and Trowbridge. You gotta hang tough or you gonna get hurt, sucka!

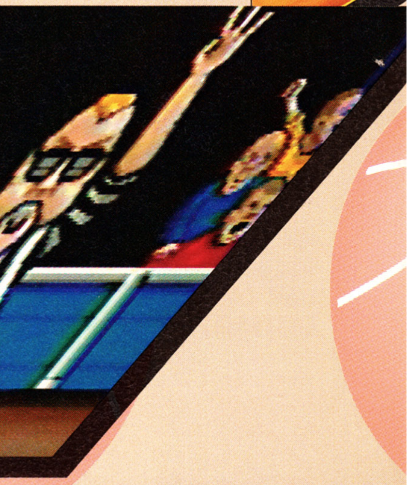


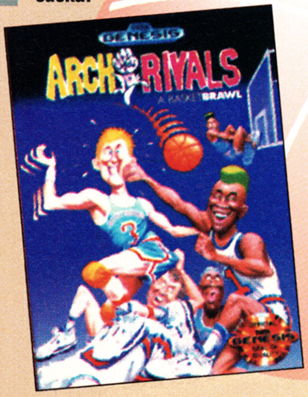

PLAYER 1
REGGIE
HOME
026
AWAY
000
0:18
PLAYER 2
HAMMER
BRITISH KNIGHTS



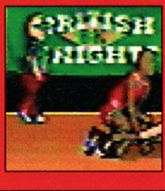

REGGIE
010
000
0:46
HAMMER
BRITISH KNIGHTS
LEFT PLAYER

No need to worry about the ref giving a foul – if he gets in the way just deck him, too. *Arch Rivals* is a cross between basketball and full-contact combat. Check out the bimbos to the right.

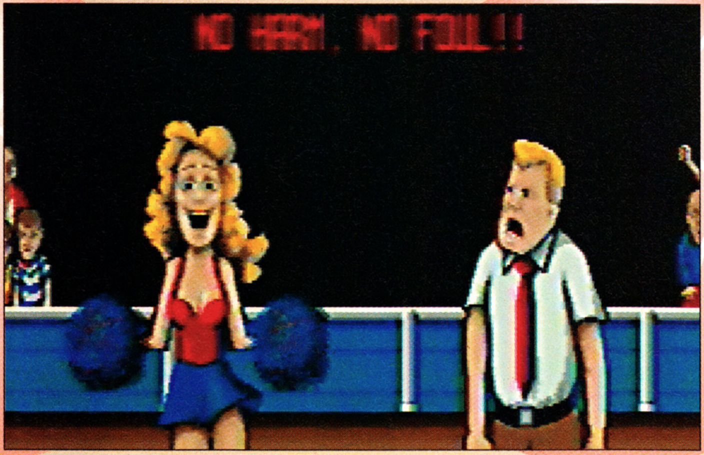


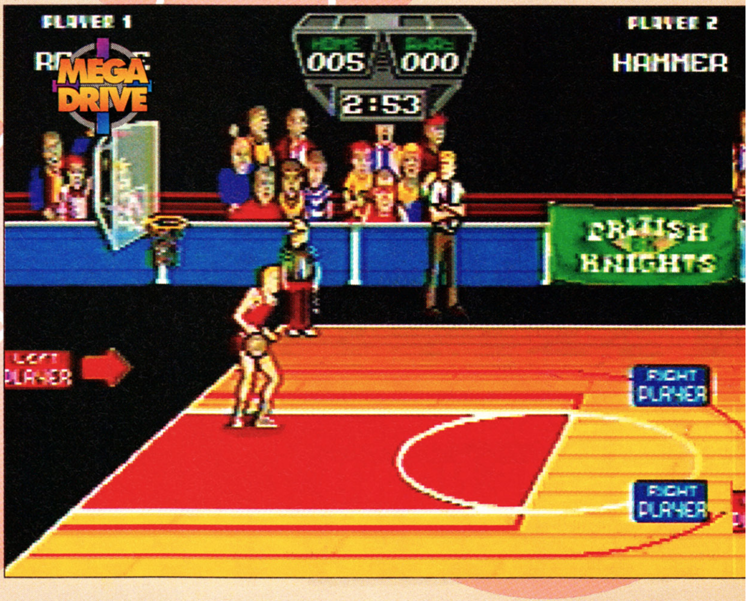

GENESIS
ARCH RIVALS
A BASKETBRAWL

PROTIP

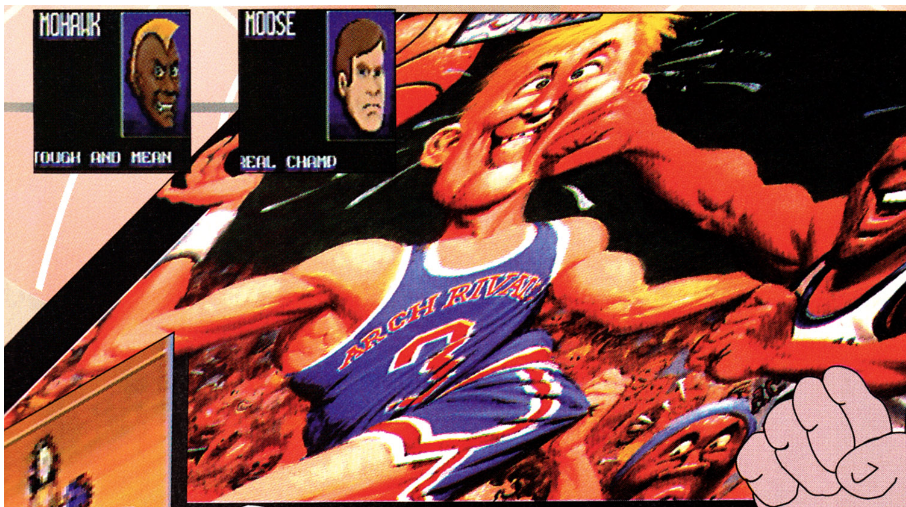

BRITISH KNIGHTS

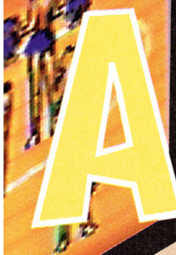
Stay away from the sidelines as the ref will get in your way. If you must go near him, then flatten the little


NO HARM, NO FOUL!!

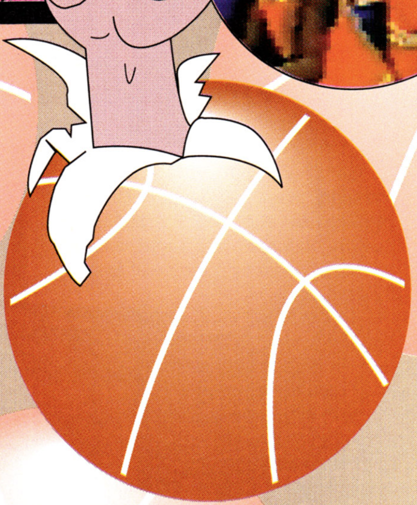

PLAYER 1
MEGA DRIVE
HOME
005
AWAY
000
2:53
PLAYER 2
HAMMER
BRITISH KNIGHTS
LEFT PLAYER
RIGHT PLAYER
RIGHT PLAYER

Ex LA Lakers cheerleader, Paula Abdul, choreographed The Running Man.





ARCH RIVALS



Subtitled "A tongue in cheek tribute to the great American sport", *Arch Rivals* is the first Sega game to come from Acclaim in the UK. And, encouragingly, it appears on both Mega Drive *and* Master System, with a Game Gear version to come.

This game means business right from the start. Powering up reveals a series of cartoon statics involving team managers haranguing each other about fair play, and the title screen, a basketball exploding due to the high-speed introduction of a rather meaty fist!

The menu offers four teams to choose from. Two are real-life teams and two are highly fictitious. Each team has a pool of eight players, from which you choose your two men. All of these have an on-court speciality, be it brutality or finesse of one sort or another. The info option reveals several playing hints which you will need to know to perform competently. (So don't forget to have a butcher's at it!)

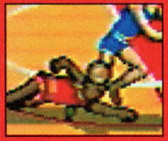
Gameplay comes in one of three modes; single player versus the computer, two-player teamplay or two players opposing one another. In all modes other than teamplay, you have full control over one of your men while the computer is partially in charge of the other. Matches last 16 minutes real-time and are split into quarters. During intervals, hints on strategy are given in the Coach's Corner by a Trevor McDoughnut look-a-like and entertainment comes in the form of a troupe of scantily-clad dancing girls.

Scoring inside the marked area awards you two points while a long shot nets three. There are several methods of netting the ball, such as slam-dunking or lobbing. Succeeding brings up either a buxom cheerleader, an enraged manager or a particularly ugly ref. (But you'd be pretty ugly too if you'd been knocked around like he has!)

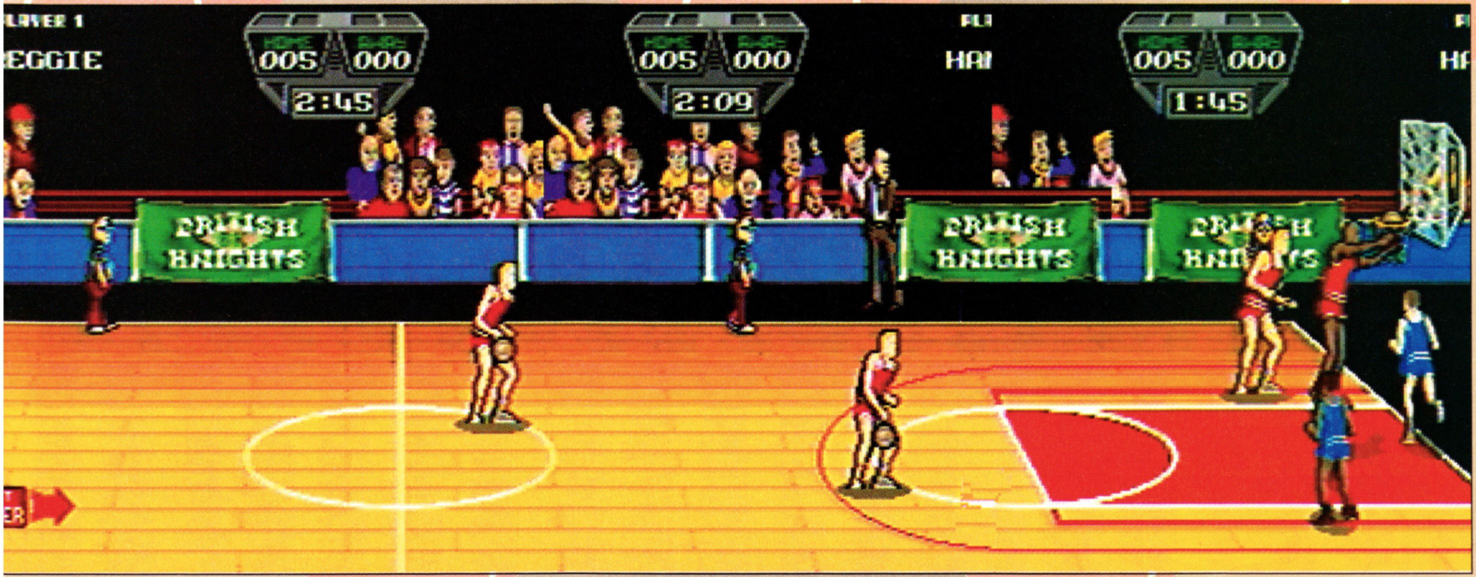
Arch Rivals looks great. The playing area looks just like a basketball court, complete with varnished wooden floor, advertising hoardings, home and away scoreboards, and pennant-waving audience. Players come in all creeds and colours and are well distinguishable from each other. They're all professionally animated, with a large range of movements including dribbling, jumping and punching, and so is the diminutive referee, who wanders aimlessly along the sidelines waiting to be flattened by a seven-foot globetrotter.

A mellow Axel F-style theme tune pervades the program in a soothing sort of way. All movement on court is

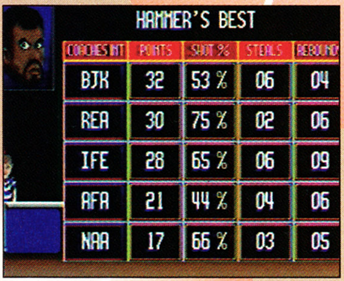
PROTIP



Punching takes too much time, so go for the lunge. Line yourself up and take that dive!



She also taught Janet Jackson to dance and appeared in Nasty.


HAMMER'S BEST

COACHES INT	POINTS	SHOT %	STEALS	REBOUN
BJK	32	53 %	06	04
REA	30	75 %	02	06
IFE	28	65 %	06	09
AFA	21	44 %	04	06
NAA	17	66 %	03	05

GET READY
REGGIE
ARENA

WELCOME TO
WIDB TV
SPORTS
END OF FIRST QUARTER
HOME 016
AWAY 000

"Come on, Reggie, the crowd is waiting . How long does it take to put on your bovver boots and knuckle dusters?"

accompanied by sampled shouts from the players, and is exactly what you would expect to hear at such an event. What you wouldn't expect to hear are the groans and violent crunches of flesh meeting bone as players collide (accidentally, of course).

Gameplay is fast and furious, especially in two-player mode, which as usual brings out the beast in us Pros. Dribbling my way down the court and being mugged from behind just as I was lining up that crucial three-pointer often had me off for a lie down with a couple of Anadin and a cold towel. (Leaving the Publisher, who is larger than nature intended, grinning like a Cheshire cat!)

Passing is a relatively easy affair (you've only one player to choose to pass to!), but shooting the hoop takes a tad more skill. Even the fairly easy dunk shot requires practise, but after a while, and with the right wrist action, the ball will be flying from your hand, travelling across the whole play area, and blasting through that ring with supreme ease.

This game will keep you on your toes. The computer's a natural, but the right player and good strategy play. Harder still is to play against a human opponent, the more random elements enhancing the need for skilful play.

On both Mega Drive and Master System, this game is most enjoyable, especially in two-player mode. All the animation and graphical detail has been included on both versions. The only disappointment is that the game is lacking the variety of teams and competitions to ensure long-term addiction. Once you get playing it, *Arch Rivals* is great fun, but it's one of those games you rarely want to go back to. Even so, this is one wacky game to play.

● James "Magic" Scullion

GRAPHICS	▲ Smooth, well-animated characters. ▲ Loads of colour and depth.	82
SOUND	▲ Funky vibrations, man! ▲ Do these guys ever stop talking?	80
GAMEPLAY	▲ Super two-player atmosphere. ▼ Control over computer player could be better.	81
CHALLENGE	▲ Accuracy is of paramount importance. ▼ Distinct lack of skill levels.	80
PROSCORE	Great, great fun, but not enough content for MD owners.	80

PROFILE

ARCH RIVALS ● ACCLAIM ● £TBA ● OUT APRIL

CART SIZE	4/2Mbit	**SUPPLIER**
PLAYERS	2	
STAGES	4	
SKILL LEVELS	1	
FEATURES	versus	

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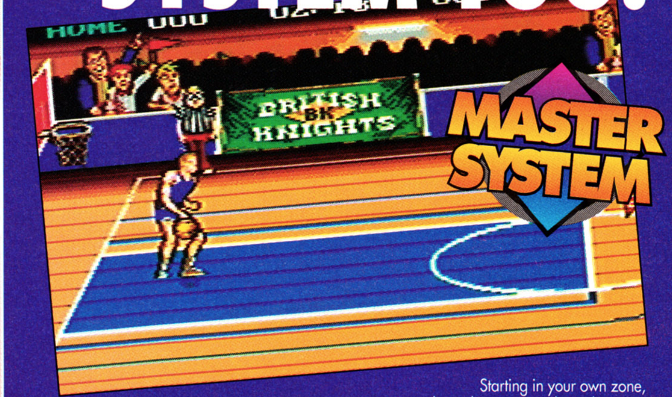
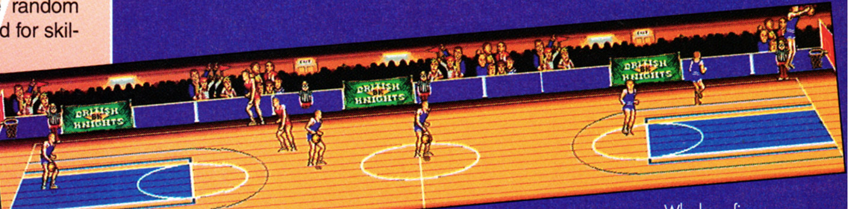
LOOKIN' GOOD ON THE MASTER SYSTEM TOO!



Starting in your own zone,
points are just a hop, skip, jump and punch away.



Why have five players on a team when two will do amply... This takes away player control problems and makes the game a lot more fun.

BRITISH BK KNIGHT

The blue player keeps an eye out for any stray uzis that may come into play while his partner tees up the shot. It may only be a two-pointer but they all count.

GRAPHICS	▲ Smooth and well-animated. ▲ All the sprites have real character.	83
SOUND	▲ Great bouncing sound. ▼ Non-aggressive tune is unsuitable.	72
GAMEPLAY	▲ Totally engrossing two-player mode. ▼ Switches control with irregularity.	81
CHALLENGE	▲ Harder to sink baskets than MD. ▲ The computer team is very good!	82
PROSCORE	Strictly two-player only, but very enjoyable.	83

Paula Abdul is also a member of overeaters anonymous.

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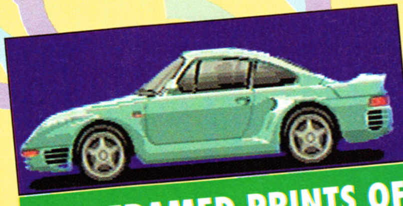
FIVE COPIES OF TEST DRIVE II



FIVE FRAMED PRINTS OF BALLISTIC ARTWORK

20 BALLISTIC T-SHIRTS

Following the hot previews of their racing titles *Super Off Road* and *Test Drive II*, Accolade, publishers of the great Ballistic and Arcade Blockbusters Mega Drive labels, couldn't help themselves from skidding sideways into the competition page this month.

"Well, guys," we said, "you'll need to put up something pretty special to complement those scorching releases..."

"Okay," they replied. "How about five copies of *Double Dragon*?"

"Not bad for starters, but we need more for our readers."

"Hmm... How about five copies of *Test Drive II* as well," they proffered.

"Now you're talking," we replied eagerly, "but the SegaPros really do deserve some special attention. Anything else in the freebie cupboard?"

"Well, if you twist our arms a bit [we twisted], we could throw in 20 T-shirts with the Ballistic logo on them. We can't say fairer than that..."

But surely they could, we thought. "Sorry, guys, but that just isn't enough. How about the shirt off your back?"

"Er.. We think we can throw you one better," they replied smugly. "How about the picture frames off the walls? There are five of them and each one measures four foot by two foot and contains exclusive prints of the Ballistic games artwork."

"Hey, now you're getting the picture," we replied in typical SegaPro humour. "Are you sure the boss won't mind us having those pictures? They look pretty expensive."

The Accolade PR department looked around furtively: "Look, just don't say you got them from us, okay?"

No problemo. We immediately dispatched Les to the Accolade offices, and under the protective darkness of the night, he managed to creep in through a conveniently open window, "obtain" the prizes and get out of the area before anyone noticed anything missing. Another successful mission from the Pros. End of story.

HOT STUFF!

Look, we've gotta get rid of these goods within the next month, they're starting to burn a hole in the carpet. So get sending in your answers to the questions printed here now. All the correct entries will be put into the Bad Nintendo Games box (a damn large box), and entries drawn out at random to win each of the prizes.

Just fill in the form below (or copy it onto a postcard), and send it off to **I'm Going Ballistic, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS**. All entries must be in by May 25 to avoid the ceremonial ripping up (accompanied by copious cackling) that is given to the entries received after the closing date. Mucho luck!

DETAINED FOR QUESTIONING

1) Which American football star lent his name to a Ballistic Mega Drive game?
a. John Madden
b. Mike Ditka
c. Joe Montana

2) Which of these martial arts experts appears in *Double Dragon*?
a. Jean Claude Van Damme
b. Steven Seagal
c. Billy and Jimmy

3) In which flying movie are the words "Oh my God, we're going ballistic" heard?
a. Top Gun
b. Those Magnificent Men in Their Flying Machines
c. By Dawn's Early Light

ARGH! I'M GOING BALLISTIC TOO, GOOSE

I've ringed the answers to those dead easy questions, filled in my name an
address, and even revealed my Sega system. The least you can do is pu
me out of the box on May 25.

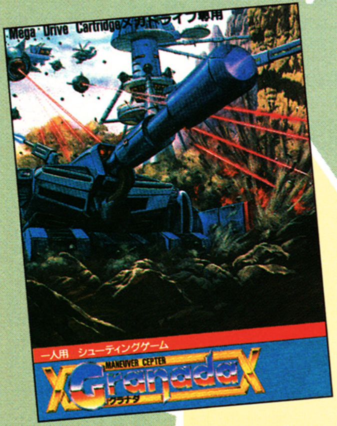
1. A B C
2. A B C
3. A B C

NAME ....
ADDRESS ....
....
POSTCODE ....
SYSTEM(S): MD MS GG

The last of the Turbo Manoeuvre Ceptors, Granada has been seen by very few living people. The bane of warring nations world-wide, it appears only in times of conflict. Having no particular philosophy other than halting the fighting, paradoxically it does this by wiping out all of the protagonists.

Some have called it "God of the African Continent", others "the Ghost of Long-Dead Soldiers", but whatever its real name, all know of its destructive capabilities. Even the mothers of bad young boys warn them to behave with the threat of a visit from Granada.

Dormant for aeons, it is again stirring. News of a far-off battle has reached its cybernetic audio-sensors, in the form of a plea from a young girl, fearing for the annihilation of her planet. She is subsequently taken captive, so now Granada must halt the fighting, then rescue her from the warmongers' space-station!

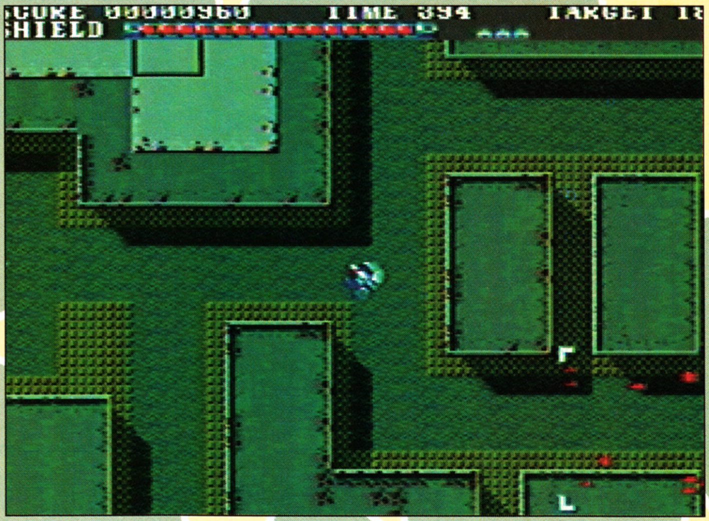


Granada is coming out officially now, but has been available on import for well over a year. Those purveyors of polished and pucker software at Kingbit Games supplied us with our Japanese review copy. Because the game is so old, they are selling *Granada* for just £25 – well worth the money. Kingbit Games are now based at *The James Thin Building, 57 George Street, Edinburgh EH11 2DA. Tel: (031) 2257682.*

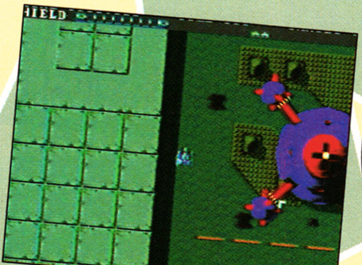
Being a violently-vehement pacifist myself (having to beat it into people the fact that I'm non-aggressive), *Granada* really appeals to me. Killing in the name of peace, what higher motive can one have?

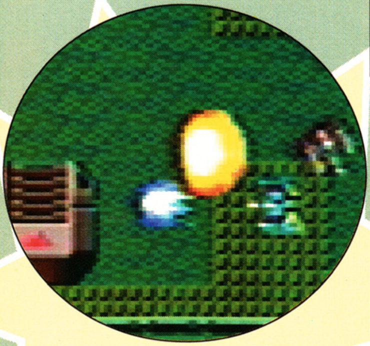
The first thing to hit you is a static shot of the fabled Granada. Looking like a kill-dozer, the Granada is equipped with tracks for covering uneven ground. Its armoury is extensive: the unit has a massive forward cannon, and hidden underneath, a charged-up blaster that should take out most enemies with one shot!

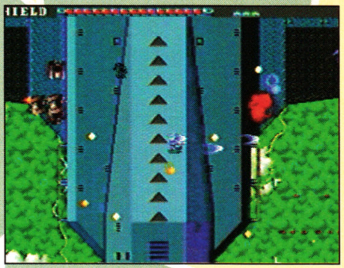
You view the post-Apocalyptic from above in a weird forced 3-D perspective. Disused tower blocks litter the area, and provide a maze-like hindrance to Granada's progress. The colouring is all techno-metallic, with sporadic patches of scorched-grassland. In the bottom right-hand corner of the screen is an extremely useful radar, showing your position and relative displacement of the nasty-generators that you must destroy before proceeding.



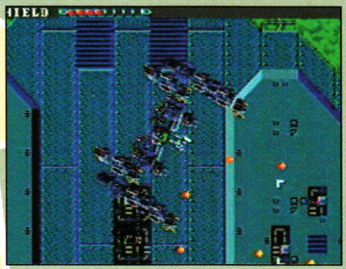
PROTIP When you've completed the game, wait till the music finishes and press A. The character then mysteriously falls over.







Around every corner there more tanks waiting to blow you to bits. Keep an eye on your shield (top left) at all times because each variety of enemy can inflict varying damage – and will mercilessly do so!



Bad guys come in several varieties, the smallest being very similar in size and shape to you, although they are shaded brown as opposed to your metallic silver. These are very intelligent, and once on your tail will follow till destroyed. Their shots aren't too accurate though, and a couple of laser blasts puts them to rest. Next come the X-tanks; these are about four times your size and far hardier than their miniature brothers. Their armour-plating means that they'll take several shots before succumbing, or a good hit with the blaster.

Both types have but one directive; to stop you destroying the war-machine generators. These are the "breeders" of your opponents and must be shut down before you're over-run and deactivated. To help you in your goody-goody mission are several drones, which travel in close proximity to you, shooting off and destroying anything in the vicinity. They take plenty of bashing before they're killed, and you can use as many as you find, with them flying around on auto-pilot, clearing the way for you.

Once the level is clear, you meet the big bad guardian, and is he big?! A massive floating/bouncing red and blue disc with four legs, he attempts to squash the life from you by landing right on top of you. The only time he's vulnerable is when he lands, so timing is everything!

The in-game noises are excellent. Explosions actually sound explosive and the laser and blaster are both well-hard! The continuous soundtrack is total cyberpunk. Fast and furious, it inspires you to new heights of frenzied destructive insanity, in a similar fashion to the wartime drummers of old that followed the troops into battle, playing all the while.

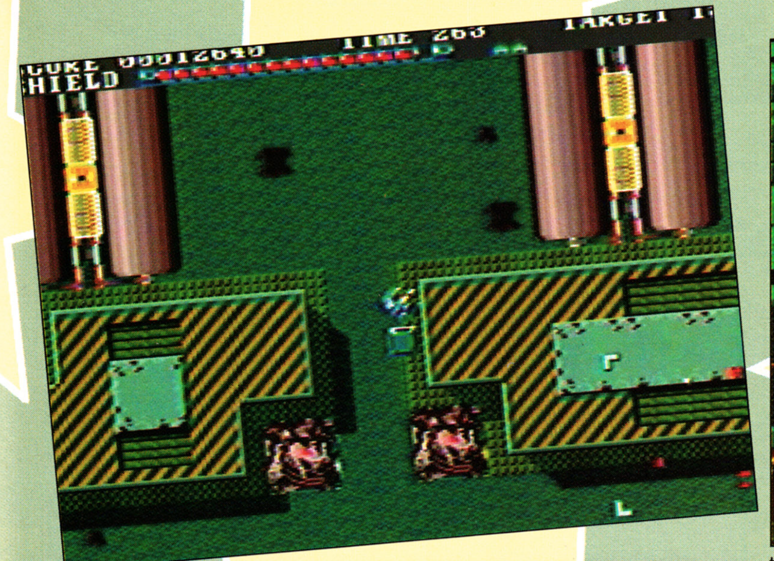
The Granada is extremely fast and controllable in all eight directions, and will U-turn on a sixpence, making a quick getaway relatively easy. There are several difficulty levels, but

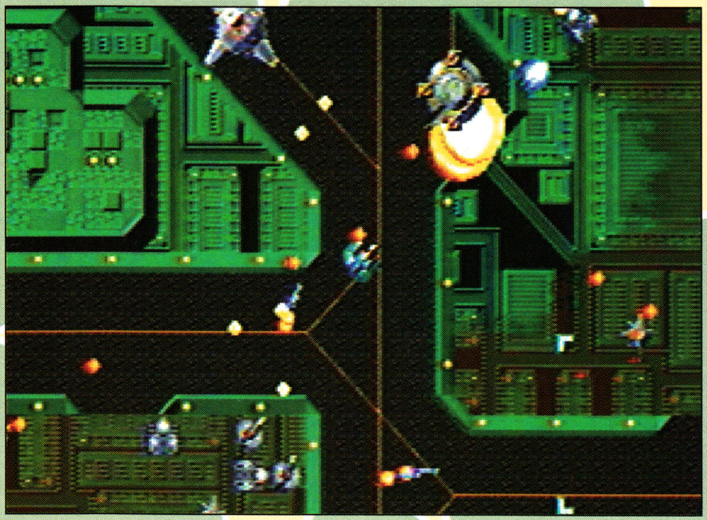
PROFILE

GRANADA ● WOLFTEAM ● £TBA ● OUT NOW

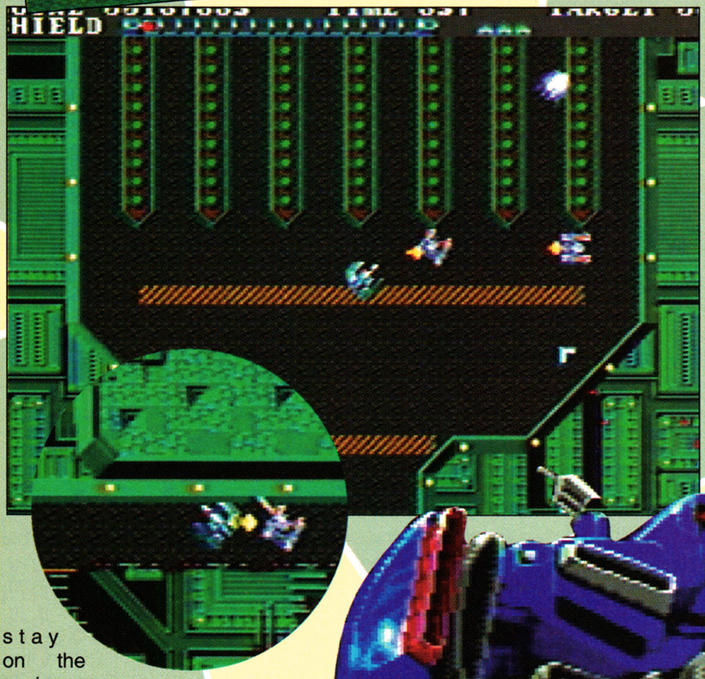
CART SIZE	4Mbit	SUPPLIER
PLAYERS	1	Sega UK
STAGES	4	16 Portland Road
SKILL LEVELS	4	London W11 4LA
FEATURES	n/a	✆(071) 7278070

Great service, quick death, that's what you get – rent Granada!





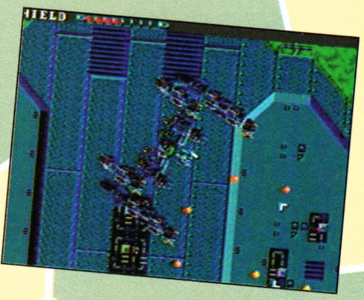
Whatever you do, don't let the enemy tanks run you into a corner. If this does happen, spin the joystick wildly while blasting madly – and God help you!

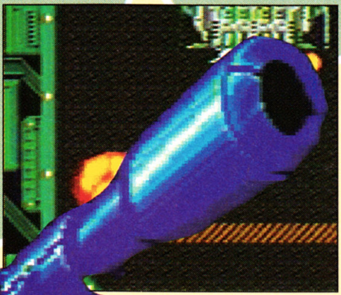


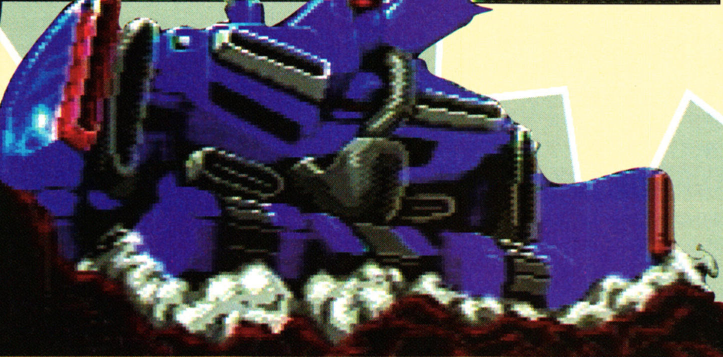
stay on the easier ones to start with, as they're hard enough as it is!

The huge maze-like scenario proves to be a challenge. Accessing several parts of the play-area needs excellent navigation skills, or you'll send Granada up blind alleys galore. These aren't shown on the radar, thus adding to the difficulty, and making the game more than just a simple blast-'em-up, requiring a modicum of thought to complete.

● **James "Nemesis" Scullion**







GRAPHICS ▲ Clear, well-defined scenery and sprites. ▲ Wicked explosions add to realism.	**82**
SOUND ▲ Electronic body music for your pleasure. ▲ Bang! Crash! Splat! Excellent clarity!	**81**
GAMEPLAY ▲ Original, smooth, fast-moving fun. ▲ Well configured joypad controls.	**84**
CHALLENGE ▲ Intelligent bad guys zero in fast! ▲ Spartan life-count adds to difficulty.	**84**
***Granada* is still a tremendously addictive shoot-'em-up.** **PROSCORE**	**83**

GAME GEAR

AVAILABLE IN JAPAN

BUSTER BALL

GAME GEAR

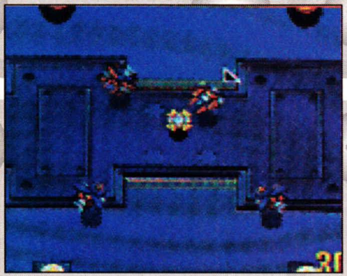
With a title like *Buster Ball*, you'd expect this game to be more about a certain well-known comic-strip character than a football variant, and you'd be wrong. This is cyber-football, played by android arthropods with attitude.

Anyone who's played the fabulous *Speedball* in its many incarnations will immediately recognise many parallels between the two, although there are several wildly different features too.

Played on a metallic surface, your team of robotic insects must score more goals than their opponents or participate in the dreaded dance of the dying fly.

With plenty of hazards to avoid, a huge playing area, and tooled-up adversaries, it's not gonna be easy. So come on, get scuttling, man!

BUSTER BALL
1-2
ゲームギア
専用ソフト
GAME GEAR
Riverhill Soft Inc.



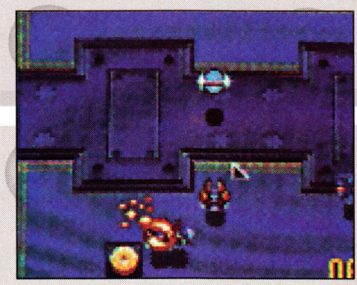
There's plenty of variation in this game, and most of it's in the options menus. With three pitch set-ups, nine teams and six pitches to choose from, you're really spoilt for choice.

Once past these and into the game, the fun begins. There are several sectors to each pitch, all cordoned off from each other by electrified fences. With the two men in each sector, it's a real challenge to pass the magnetic ball through all sectors to the goal.

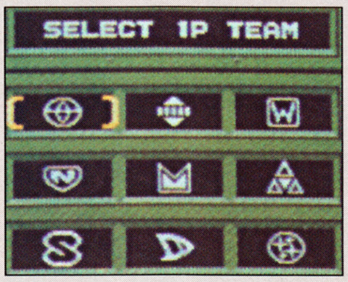
PROTIP Have a couple of matches in the training mode before you mess with the big boys, otherwise they'll teach you a lesson you won't forget in a hurry.

Graphically, *Buster Ball* is quite slick. The studded-metal playing surface is really well-designed, and has an attractive shadowed 3-D bas-relief effect. The players, although small, are intricately drawn and easily distinguishable from each other, and the constantly-rotating ball seems to emerge from the screen when thrown high in the air.

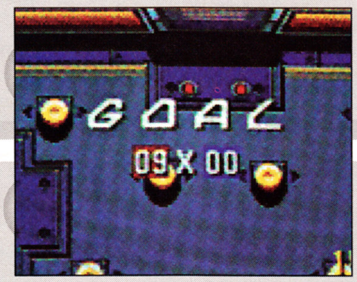
The sound is a variation on the pseudo-random theme we've come to expect on the Game Gear, and as you can imagine is in no way innovative, but provides light relief from the frenetic gameplay. Whistles blow for time-outs and fouls and collisions have explosion sounds, and that's your lot!



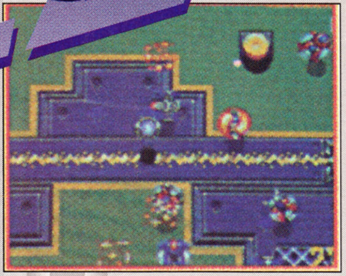
Who you gonna call? Ball Busters! Here they come – watch out!



Here you can choose your team, and define their various attributes.



Wallop! It's there! Nine points in the bag, but sadly no bonus this time.



HALF TIME
TOYODA
11
NIKKAN
00

Competing is a fast affair, there's no time to spare as your opponent (computer only unless you link-up with another GG owner) constantly bombards your goal-mouth with rocket shots. Goalies are non-existent in this game, so defence is definitely a watchword.

Buster Ball is, for the Game Gear, a relatively innovative game. Loads of pitch set-ups and plenty of teams add to the lastability, but unless you set the match time to the shortest duration the yawnies are going to invade in no time at all. A fair game, it's nowhere near the turkeys at the bottom of the heap, but in my book fails to excite enough to warrant a serious look.

● **James "gonad" Scullion**

PROFILE

BUSTER BALL ● RIVERHILL ● £24 ● IMPORT

CART SIZE	2Mbit
PLAYERS	2
STAGES	3
SKILL LEVELS	1
FEATURES	link-up

SUPPLIER
Console Concepts
The Village
Newcastle-under-Lyme
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ST5 1QB
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GRAPHICS 80
▲ High-definition play area.
▲ Well-coloured combatants.

SOUND 51
▼ The tune is very familiar.
▼ Effects are unoriginal.

GAMEPLAY 73
▲ Interesting future sport for the GG.
▼ Little variation.

CHALLENGE 75
▲ Perfect difficulty level for all players.
▼ Soon bores through lack of content.

Just a poor man's *Speedball* for Game Gear owners.

PROSCORE 73

Play *Speedball* through the Master Converter instead.

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GAME	NEW	USED	P/X
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LASER GHOST rrp £32.99	29.99	16.00	9.00
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WONDERBOY III	29.99	20.00	12.00

GAME GEAR

GAME	NEW	USED	P/X
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CHESSMASTER	27.99	18.00	11.00
DONALD DUCK	29.99	20.00	12.00
HALLEY WARS	24.99	18.00	11.00
LEADERBOARD	24.99	18.00	11.00
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pro PICK

Listed below are our recommended games of the past three months. They are in no order of greatness, they are just what we believe every SegaPro worth his salt should have seen. (And if you haven't seen the actual game, this page will help you bluff your way through those in-depth gaming discussions.)

GAME GEAR

SONIC THE HEDGEHOG

Producer: Sega Japan
ProReviewed: SEGAPRO#4
ProScore: 96%

Well, what more can we add? The Spiky One has finally spiked GG owners. Not just a straight port from the Master System, hand-held *Sonic* is as fast and as playable as ever. To have any credibility as a Game Gear owner you simply must have this game.

The Pros said: "The best *Sonic* game yet. Go out and buy it now."

SPIDER-MAN VS THE KINGPIN

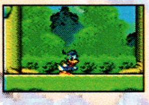
SPIDER-MAN
VS
THE KINGPIN

Producer: Acclaim
ProReviewed: SEGAPRO#6
ProScore: 92%

Against-the-clock action through several tortuous levels in a desperate attempt to clear your name and save New York. Wicked graphics and gameplay have GG *Spider-Man* swinging straight into this issue's ProPick. Simply the best platform game to date on the hand-held!

The Pros said: "Marvel-lous! Packed with challenging) cartoon action."

THE LUCKY DIME CAPER



Producer: Sega Japan
ProReviewed: SEGAPRO#4
ProScore: 90%

Once again, stunning graphics and even better sound than the Master System version. This does on the Game Gear what the Game Boy could only dream about. It is very addictive, and tough enough to challenge all players.

The Pros said: "A great platform game, highly recommended."

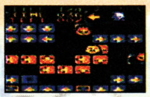
GG ALESTE

Producer: Compile
ProReviewed: SEGAPRO#5
ProScore: 89% (import)

Widely accepted in the SegaPro office as the number one shoot-'em-up for the Game Gear. All the classic stuff is in here. Multiple power-ups and huge level guardians make this an absolute must for blaster fans. Eight stages of pure hot arcade action.

The Pros said: "The best shoot-'em-up on the GG."

SLIDER (SKWEEK)



Producer: Infogrames
ProReviewed: SEGAPRO#5
ProScore: 84% (import)

Now known as *Skweek* in Japan, *Slider* is the game that puts the fun back into hand-held puzzlers. Paint the squares a different colour while you are using the weapons to wipe out aliens. 30 stages will keep you going for a while, and you'll be back for more even when you've completed it.

The Pros said: "Destined to become a classic."

MASTER SYSTEM

SUPER KICK OFF

Producer: US Gold
ProReviewed: SEGAPRO#3
ProScore: 90%

The football game of the moment, but coming up against some tough competition very soon from Tecmagik and Virgin. *Super Kick Off* offers the wealth of options available in the Amiga version. Addictive as a one-player game, great in two-player mode.

The Pros said: "Well worthy of the adoration."

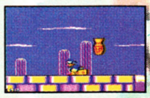
BONANZA BROS

Producer: Sega UK
ProReviewed: SEGAPRO#6
ProScore: 75%

Not an extremely high score for such a playable platform romp. Robo and Mobo are rapidly becoming cult figures on the Master System. Their Lego-man graphics are well-animated and ingeniously funny. The only let-down is the ease of completion, but that won't stop you coming back for more!

The Pros said: "This will have Jake and Elwood rolling in their graves."

THE LUCKY DIME CAPER



Producer: Sega Japan
ProReviewed: SEGAPRO#4
ProScore: 94%

Lines up alongside *Sonic* as the best Master System game around. Unbelievable graphics for the MS and soundtracks to match. This version is one tough cookie but that should definitely not put you off this arcade adventuring.

The Pros said: "This and *Sonic* are the greatest ever games on the MS."

BUBBLE BOBBLE

Producer: Taito
ProReviewed: SEGAPRO#4
ProScore: 79%

We think Damian was being tight when he only gave this a measly 79%. The graphics may have looked a little dodgy but the hook is the playability. 200 levels of raw, uncooked arcade action. A great game, although you may soon tire of the repetition.

The Pros said: "Super colourful graphics... That superb playability."

ALIEN STORM

Producer: Sega
ProReviewed: SEGAPRO#5
ProScore: 80%

The aliens have taken over the city and it's down to you to clear them out. This is the game that gives "shoot up shops" a whole new meaning. Diverse enough to keep you coming back to try and reach that one extra level. One of the better shoot-'em-ups on the MS.

The Pros said: "Looks good, plays great."

MEGA DRIVE

KID CHAMELEON

Producer: Sega UK
ProReviewed: SEGAPRO#6
ProScore: 89%

This guy's got more faces than Neil Kinnock! A wild platform experience set in a mad coin-op nightmare. Collect hidden helmets which magically transform the Kid into various slice-'em-'n'-dice-'em psychopathic murderers and free the other juvenile captives from the nasty arcade owner.

The Pros said: "You'll come back to *Kid Chameleon* again and again..."

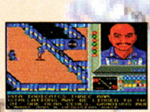
TWO CRUDE DUDES

Producer: Data East
ProReviewed: SEGAPRO#6
ProScore: 91%

Biceps abound in this post-Apocalyptic throw-'em-about. Two muscle-bound meatheads have been ordered by the President to clear New York of rad-mutants so that the rebuilding programme can commence. Ultra-accurate turbo-charged mayhem. A must!

The Pros said: "Move over *Streets of Rage, TCD* are kicking ass tonight!"

BUCK ROGERS



Producer: Electronic Arts
ProReviewed: SEGAPRO#5
ProScore: 86%

A space action RPG that proves amazingly playable. Help Buck and his buddies defeat the RAM forces in a battle that takes place on planets and star ships as well as huge space-stations. Once you get into it, you will be hooked.

The Pros said: "Immense depth of play... Totally believable."

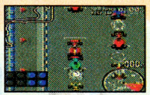
DESERT STRIKE

Producer: Electronic Arts
ProReviewed: SEGAPRO#6
ProScore: 92%

Based on the party Saddam Hussein held in Kuwait recently, *Desert Strike* puts you in charge of one of Stormin' Norman's Whirlybirds. With plenty of missions and great sound and graphics, this game is frighteningly realistic. The definitive combat shoot-'em-up!

The Pros said: "...a masterpiece of intense action."

F-1 GRAND PRIX



Producer: Varie
ProReviewed: SEGAPRO#5
ProScore: 88% (import)

Race games were the order of the month in the February issue and this one narrowly pipped *F-1 Circus* to the chequered flag. Very addictive racing action viewed from overhead. A cracker of a car game, although it may never come out over here officially.

The Pros said: "A long running favourite... Excellent value for money."

There's a new machine in town, and it's called WonderMega. Sega's very latest piece of gaming wizardry is a Mega Drive and Mega-CD rolled into one. It's a fabulous state-of-the-art entertainment machine, and it – plus three top Mega-CD games – could be yours. With the WonderMega you get the best of both worlds – you can play the 100-plus Mega Drive cartridge games available and enjoy the very latest in CD entertainment. It's a phenomenal console and it's a mere phone call away.

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C ■	C ■	C ■

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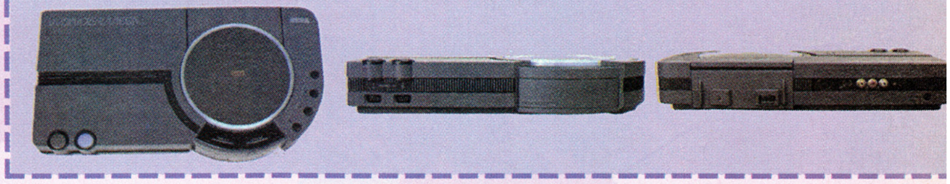

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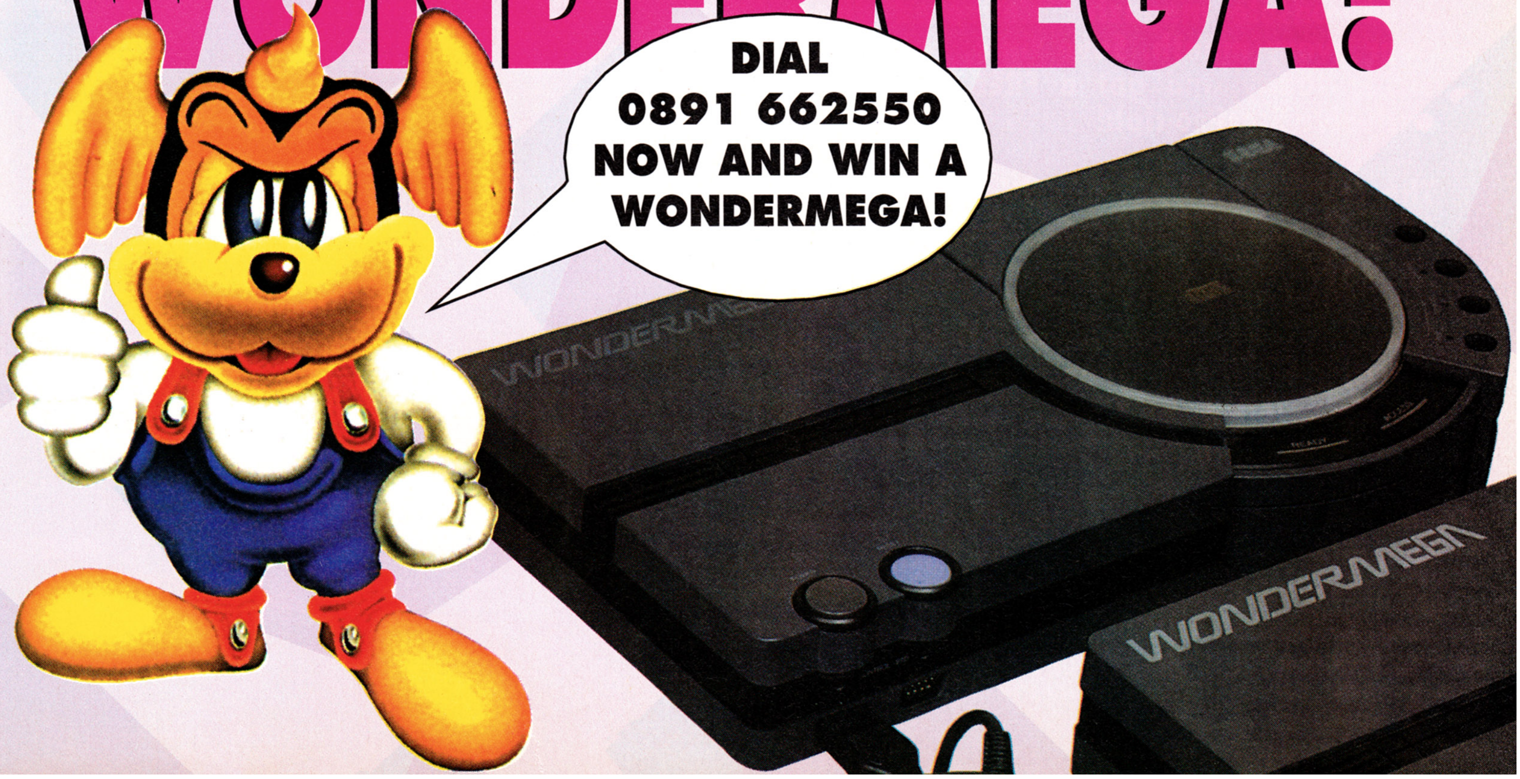
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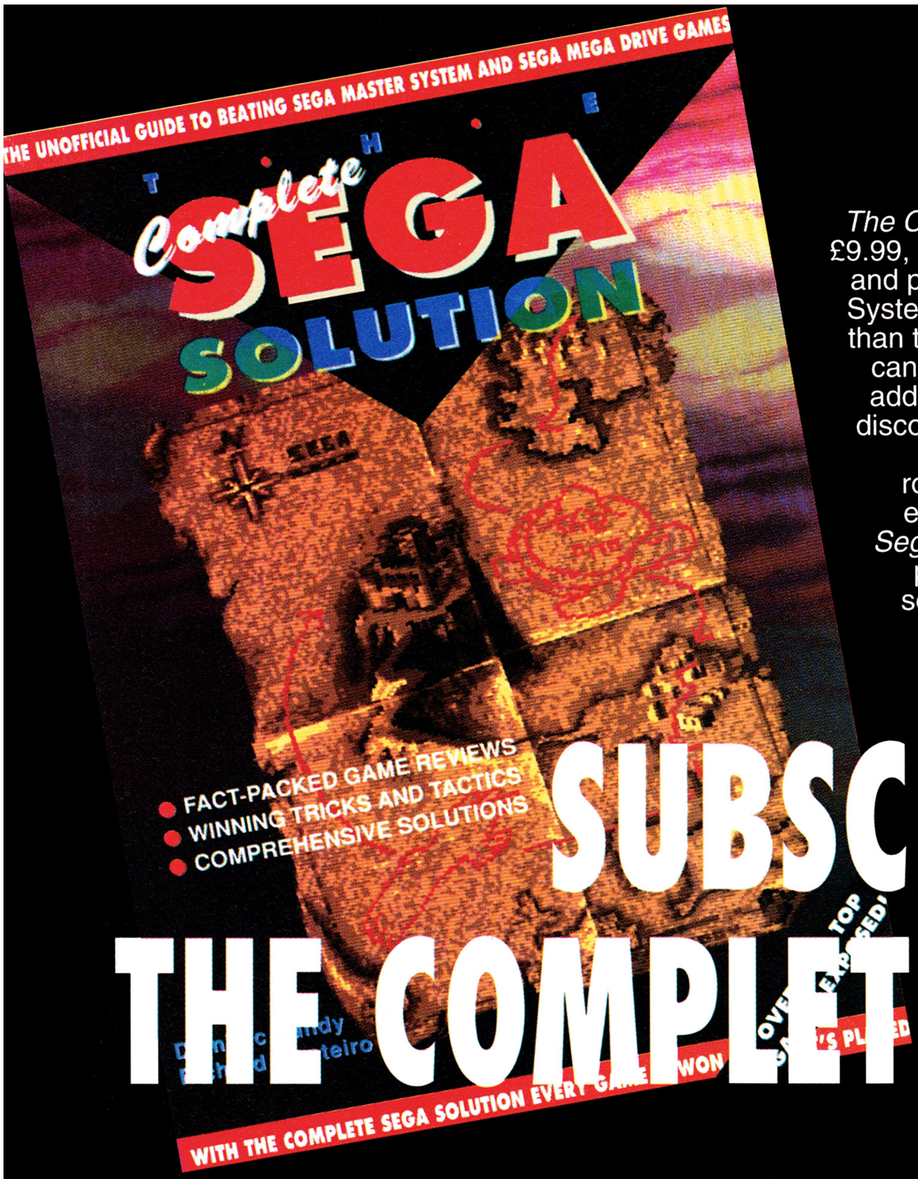
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pro TIPS

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WRITE

Use that tried and tested method of putting pen to paper and transcribing your secrets for the world to read. Send your wads of paper to: *ProTips, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.*

FAX

If you can pick up the phone but are to afraid to speak to anyone down it, you can scribble your tips down and fax them to us on (0225) 777869. Send them any time of the day or night and mark them for the attention of ProTips. Don't forget to include your name and phone number!

PHONE

The SegaPro Tips Donation line operates between 4:00pm and 5:30pm Monday to Friday. Just ring (0225) 765086 and ask for the ProTips department. Please only use this number for SHORT tips, we cannot accept whole solutions down the phone as it ties up the line for other callers. Don't forget to give your name and telephone number. Any calls received outside of these times cannot, unfortunately, be accepted (the ProTips guys have to work too, you know!).

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DAMIAN BUTT'S PROLINE

You know how to give us the latest and greatest tips, but Damian can also get them to you. Damian Butt's ProLine is updated every Friday with the latest tips for the Mega Drive, Master System and Game Gear. When you ring this number, you'll not only get Damian's personal choice of music, you'll get 100% Sega tips – no ads, no bull, just help. Damian Butt completes every game he plays, so you can be sure that every tip you hear has come from the UK's top Sega tipster. The number to phone for the latest hints is...

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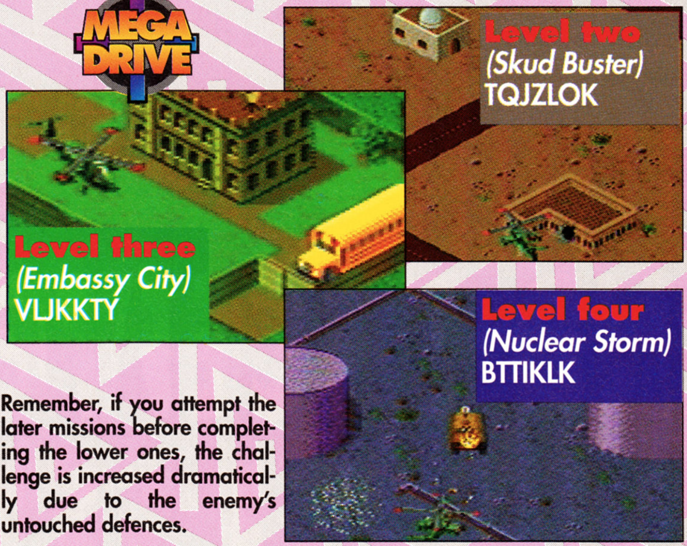
DESERT STRIKE

As undoubtedly one of the best MD games this year, *Desert Strike* confirms Electronic Arts as the leading third party MD publisher. If you got so caught up in the unashamed violence and explosive mayhem to worry about the missions then here are the level codes for the missions. These are brought to you direct from the Pros' very own notepad.

MEGA DRIVE

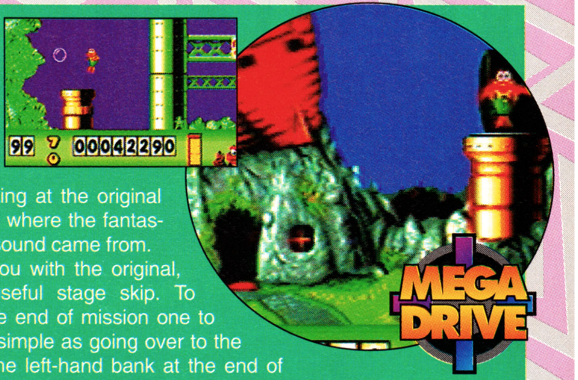


Level two
(Skud Buster)
TQJZLOK

Level three
(Embassy City)
VLJKKTY

Level four
(Nuclear Storm)
BTTIKLK

Remember, if you attempt the later missions before completing the lower ones, the challenge is increased dramatically due to the enemy's untouched defences.



The sequel to *James Pond, RoboCod,* has to be a contender for the best platform game ever on the MD, but looking at the original it's difficult to see where the fantastic graphics and sound came from.

For those of you with the original, here's a very useful stage skip. To progress from the end of mission one to mission 11 is as simple as going over to the small ledge on the left-hand bank at the end of mission one and pushing down.

MEGA DRIVE

JAMES POND

HELLFIRE

MEGA DRIVE

If you've ever rung up the mail order firm Kingbit Games and asked them to recommend a shoot-'em-up, they will tell you to get *Hellfire.* (In fact, even if you asked them for an arcade adventure with flight simulator overtones, they'd recommend *Hellfire.* That's how much they love it.) Its popularity in Scotland is strange, yet its quality is undoubted. So, for all you ardent Scottish shoot-ers, here's a neat game buster.

Select HARD on the options screen then go to the sound select and listen to any tune for over 70 seconds. The game should (fingers crossed) start and YEA RIGHT will appear where it should say DIFFICULTY SETTING. This will inform you that the cheat mode has been activated and you should now have 99 continues.

DEVIL CRASH

BONUS STAGE 4
CLEAR
STAGE

First we have a code to give you lots and lots of points and an amazing 21 balls.

`ALCLAE8ECK`

This should now give you enough points for you to go head to head with the king demon.

When you do meet him, attack the head honcho while he is still on his throne. Forget about the guards, if you do hit them they will only re-appear again. After a few successful hits, the king demon will get up and move around the screen trying to block your attack. Keep on plugging away and you should defeat him.

On the right-hand side of the screen there are 12 red stars. After the king has been hit four times, one of the stars will go out. Knock out all the stars and, hey presto, hasta la vista, baby!

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MERCS

To get full energy for all your players, find the gold first-aid kit, let your energy approach maximum and then press PAUSE and select another player. Continue doing this till the entire team is on maximum energy.

SCORE
11140
TIME
147
LIFE
02

ARNOLD PALMER'S

GOLF

There is, as you probably know, a secret game of *Fantasy Zone* hidden away in this game. To access it, take 100 strokes on any hole without sinking the ball. It should now come up with a Game Over message and that's the cue to press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A. You should now be on a screen of *Fantasy Zone*.

ROAD RASH

The password codes for this game are common knowledge and we are constantly badgered with more and more each month, but what is not so common is that you can change the numbers to your heart's content just as long as they add up to the original sum. For example, if you had the positions 1,6,4,3,2 (total 16) you can change them to 4,4,3,2,3 and progress to the next level.

11TH PLACE
BIKE
AXLE

THE REVENGE OF SHINOBI

Even Damian's brother, who's a gamesplaying ace, cannot get past this tricky level. Thankfully **Warren Parker** has solved it and is only too happy to put us out of our misery. Take it away, Warren!

Escaping from the cellar maze (district eight, part two).

Progress right until you encounter an underground section with a roof and crouch into it. Kill the ninja and go through the door. Kill the man with the flame-thrower and go through the door, keeping your finger on the right button while you do so on the next screen – you won't fall. Kill the two red dragons and keep going right and straight up and then left. Progress up and then right till you reach a door at the end of the corridor. Go through the door and then somersault over the wall on the right, keeping your finger on the right button. Enter the door on the right, take the route to the left and then go through the first door you come to (before doing so, use Jitsu of Ikazuchi). Go left and through the bottom door, now go through the exit.

DAMIAN BUTT'S pro TIPS HELP!

A little known fact is that Channel 4's top-rated TV show Gamesmaster gets its tips from SegaPro, and even hot host Dominik Diamond phones up for advice and tips on Sega games.
Feel privileged in the knowledge that whenever you phone up to DONATE tips, old diamond Dom could be on hold while you speak.
Despite a wealth of excellent and challenging games, the ProHelp! mail bag has been relatively quiet this month.

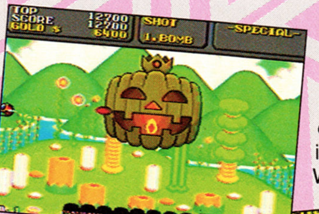
RINGS of POWER

Scott Whitchurch from Surrey is baffled by MD *Rings of Power*. Scott has already got past our current tips this issue but needs to find the Embalming fluid for the Ring of Perfection. First of all, talk to the man in the library about your quest in Celestial City and search the shelves for the factory pass. Now go to the City of Blood and find the factory (on graveyard hill). If you have the pass, the guards will let you in. Now talk to the factory master and he will give you the embalming fluid.

Martin Beam knows there is a cheat for *Target Earth* (*Assault-Suit-Leynos* in Japan) on the MD but cannot find it! I'm surprised you haven't found one of them, Martin, as there are many. You can get invincibility by pressing START on a second controller when the game begins. You can also

SUPER FANTASY ZONE

Crikey, what a bright game! *Super Fantasy Zone* has received mixed reviews but it's still a solid shoot-'em-up in our books. Psychedelic joystick wagglers (steady, Dominik) unite to bring you the guide to the first four levels. The sender's name and address was mysteriously missing from this neatly typed letter so if you're out there, drop us a line so we can send you a prize.



LEVEL ONE

All the hamburgers that you will collect in the first 30 seconds will be big coins worth 1000 gold pieces each. When you have amassed 2000 gold pieces, the shop entrance will come down so make sure you catch it in time. Buy the jet engine, twin bombs and back shot, then go along the top dropping bombs and firing. When you finally get to big nose, drop bombs around his nose and his eye. When he gets up, move to the other side.

TOP 95500
SCORE 95500
GOLD $ 14150
4.BOMBS
SPECIAL

LEVEL TWO

When you get to the next shop, try to have a fair amount of dosh handy as both homing shot and heavy bomb are useful, but if you haven't enough for both just get the heavy bomb. Attach the heavy bomb and when you reach the end-of-level guardian, let him have it.

LEVEL THREE

Buy a homing shot and a shield. Sort out the snowmen and destroy the face.

LEVEL FOUR

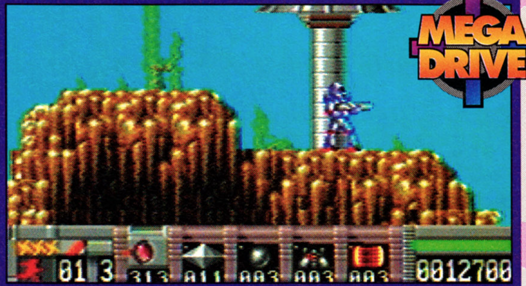
Make sure you give the guardian everything you've got. Buy homing shots and heavy bombs, but make sure you also have a shield.

ITEM	PRICE	PRO GUIDE
Big wing	100	Not much change in speed.
Jet engine	1000	Better.
Turbo engine	10000	Better still.
Rocket engine	100000	Turbo nutter injection XR50i.
Back shot	500	Essential purchase.
Laser shot	1000	Rubbish, save your money.
5-way shot	5000	Just as bad.
Homing shot	10000	Very good, worth the dosh.
Twin bomb	100	Good value for the money.
Twin missile	200	Two missiles, one up and one down.
Smart bomb	2000	Pretty average.
Heavy bomb	2000	Better, but has to be aimed.
Shield	10000	Has been known to save lives.
Auto shot	500	Helps a bit.
Flash attack	10000	Uses a lot of power but pretty good.
Extra ship	5000	You'd be better off saving up the money for a shield.

TURRICAN

This is the best little (original) tip we've been sent this month. Seldom do new cheats arrive for fairly old (okay, ancient) games, especially such a cracking game like *Turrican*. Thanks to Richard Jordan for supplying this ingenious cheat.
Go down to options on the first menu. Bring up the options menu and take the arrow to the bottom of the screen (placing it on exit). Push DOWN on the joypad and press A and B buttons in the following order:
A, B, B, A, B, A, A, B, A, A, B, A, A

Remember to type this very fluently with no long pauses or it will not work. This will bring up a menu enabling you to alter the number of lives, the level, grenades, time, power and spirals. Ultra useful for all Pros.



THE LUCKY DIME CAPER

Lee Shepley is just about the only person to have some tips for this excellent MS game. Surely more people have bought it than that! Lee has provided a loose guide to completing all the levels. For that, he wins the cart of his choice.

LEVEL ONE

(Northern Woods)

Reach the end of the level with four stars in the top left of the screen; this gives you improved speed for the hammer. When the bear attacks you, hit him four times with the hammer or jump on his head.

LEVEL TWO

(The Great American Forest)

At the end of this level, stand on the left-hand edge of the centre platform. As the Lion leaps onto this platform, jump into the air and land on his head. Do this eight times and you will *roar* onto the next level.

LEVEL THREE

(The Andes Mountains)

You come across two statues at the end of this level, which are brought to life and begin throwing rocks. These rocks cannot be destroyed, so avoid them like the plague. To defeat the statues, leap into the air and hit them in the head (surprise, surprise). You should destroy each statue on the third hit. Now hit the golden head which brought them to life.

LEVEL FOUR

(The Tropical Isles)

According to Lee, there is one tricky room in this level. There are a number of blocks over a pool of lava which must be crossed. The problem is that they are constantly disappearing and reappearing. The only way to traverse this maze is to be quick on your feet. There are 14 blocks and the fourth, ninth, 13th, and 14th blocks do not dissolve. In the next room, there is a pit full of blocks which disappear when hit from the ceiling. When you get to the bottom of the pit, there are two doors, take the one on the left. At the end is a bird on the right-hand side of the screen. Stand on the opposite side and it will fly diagonally down towards you. Jump in the air and on its head then run to the opposite side of the screen and repeat ten times to subdue him and receive the first Lucky Dime.

LEVEL FIVE

(The Pyramids)

When you reach a level full of caskets, take your time going past them as mummies can pop out and run into you. After that you will come across a series of doors. Enter the second door and with luck you should see a pile of boxes. Break them open with your hammer or jump on them and you should find some extra lives in them (usually three). You can re-enter the room as often as you like, so it's best to stock up on your lives. When you feel suitably replenished, leave by the door on the right. When you reach the end of this level, you will be confronted by a bird. To destroy it, leap up and hit it with your mallet (four times should do it). Watch out for the musical notes and the giant snake.

LEVEL SIX

(South Pole)

Use the wind to help you get over the cracks in the ice at the beginning of this level. Once inside the glacier, kill the irritating snowmen by jumping on their heads. When you reach the end of this level, you will meet a bird which will slide a block of ice at you (like birds do). Jump over this and when the bird comes for you, bop 'im on the head with your hammer (seven times should do the trick).

LEVEL SEVEN

(Magica's Castle)

Bit of a tough section on this level. The room with the moving platforms and the spikes is a real pain. This is when you'll be glad you picked up those extra lives on level five (you did, didn't you?) because you'll probably need them. Get passed the knights but don't hang around in the hole or you'll end up going back on yourself; jump on the platform above. Hit the ruby at the end of the level with your mallet and the last dime will be yours – and let's hope you don't *quack* up after all that hard work.

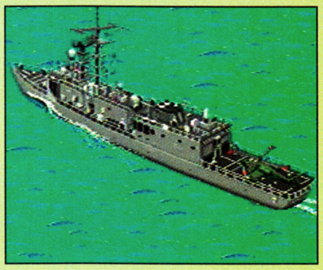
ACTION REPLAY PRO CODES

Here's a brand new Action Replay section featuring codes for Datel great Action Replay Pro cart (reviewed in SegaPro#6). Remember, you must own the Action Replay Pro unit (£49.95) from Datel, tel: (0782) 744324, to use these codes. These codes are NOT compatible with the original Action Replay unit.

As you don't have to rely on Datel to supply you with codes for the Pro, we're asking all SegaPros to send in their very own codes. If your code's printed, you'll receive all the fame and glory of seeing your name in print. If we judge your code to be so amazing that a Pro's life would be not worth living without it, then you'll win a great SegaPro T-shirt with the issue's cover printed on it! (A real collector's item without doubt!) So what are you waiting for? Get hacking!

KID CHAMELEON
(US cart)
(All from Dennis Lim, Redhill.)
FFFC3F0003
Infinite lives.
FFFC430050
Unlimited diamonds.
FFF4100050
Invulnerability.

SHADOW OF THE BEAST
(UK cart)
FF1A17000C
Infinite energy.



DESERT STRIKE
(UK cart)
FF10B70003
Infinite lives.
FFAF1D0008
Loads of Hellfires.

ROLLING THUNDER 2
(Jap cart)
FFF20D0002
Infinite lives.

DARK CASTLE
(UK cart)
FF130B0003
Infinite lives.

MASTER OF WEAPON
(Jap cart)
FF10290002
Infinite lives.

TIME 03:56
SCORE 06600

WARDNER SPECIAL
(Jap cart)
FF82940004
Infinite lives.

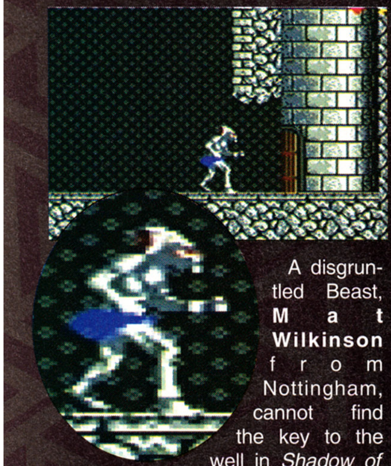
FATAL REWIND
(UK cart)
FFE0210002
Infinite lives.

Action Replay code for infinite lives in *The Immortal* 0081E8 197C 0081EA 00FF, to avoid floor traps and worms 009930 4E75.

gain nine continues by losing a life, going to the options screen and pressing START. A little girl will then appear, giving you nine continues.

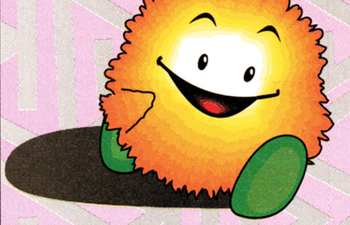
Ninja Gaiden is a classic martial arts beat-'em-up on the GG but **Pete Walker** from Stockport cannot get past the Tug Boat on level two. The easiest way to grease this guardian is to remain on the bottom level and never jump. The man with the bottle will appear through different portholes and you must only hit him when he is in the bottom two. Keep running left and right to avoid the smoke and if the man appears above you, run to the opposite side. It may take a while but you will not lose any energy.

Incidentally, did you know that because the Japanese version of *Ninja Gaiden* was so easy (as we said in our ProReview), the UK version has had the password option taken out of it!



A disgruntled Beast, **Mat Wilkinson** from Nottingham, cannot find the key to the well in *Shadow of the Beast* on the MS. The key is found at the top of level two. Make your way along to the first ladder and ascend to the very top. Walk left, past some eye balls, and jump three pits to find the key.

If you have any problems on the latest games, then don't hesitate to send them in and we will try to answer them in this select column. Obviously, the most perplexing problems are the most rewarding but try to restrict them to the latest games so that the same old problems don't keep cropping up.

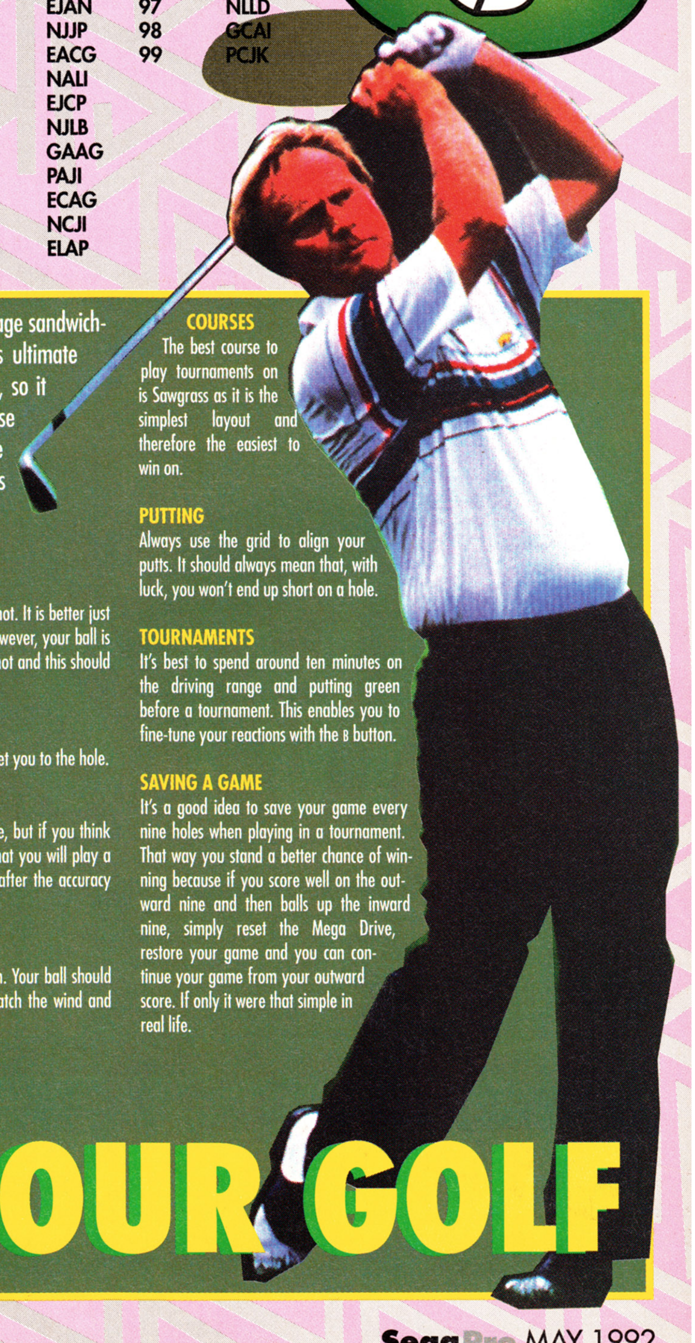


GAME GEAR

SLIDER (SKWEEK)

This French puzzle game must be extremely easy judging by the amount of complete sets of level codes sent in. Why anyone should need the first 20 levels is a mystery. Here are the last 50 level codes so that you can whizz straight to the end of the game.

LEVEL	CODE	63	JNND	78	CGEM	93	NLJB
		64	AEGK	79	LGNO	94	ECCI
50	AGAG	65	JEPM	80	EAAE	95	NCLK
51	JGJI	66	AMGD	81	NAJG	96	ELCB
52	APAP	67	JNPF	82	EJAN	97	NLLD
53	JPJB	68	CEEK	83	NJJP	98	GCAI
54	AGCI	69	LENM	84	EACG	99	PCJK
55	JGRL	70	AGEK	85	NALI		
56	APCB	71	JGNM	86	EJCP		
57	JPLD	72	APED	87	NJLB		
58	CGAI	73	JPNF	88	GAAG		
59	LGJK	74	AGGM	89	PAJI		
60	AEEI	75	JGPO	90	ECAG		
61	JENK	76	APGF	91	NCJI		
62	ANEB	77	JPPH	92	ELAP		



MEGA DRIVE

Even Derek, the supplier of sausage sandwiches to the Pros, has added this ultimate golf sim to his select collection, so it must be worthy of praise. These are the best shots to play in those difficult situations along with other general hints according to **Wayne Robertson** in Scotland.

TOUGH SHOTS

1) Sand trap.

If your ball is in a greenside bunker, do not select the punch shot. It is better just to play an ordinary shot as the ball shouldn't run so far. If, however, your ball is in a bunker some distance from the green, select the punch shot and this should give you those vital few yards.

2) On the fringe.

It is better to select a chip shot on the fringe and that should get you to the hole.

3) Half buried in heavy rough.

The club that the computer recommends is the pitching wedge, but if you think that you need a bit more power use an iron – it's unlikely that you will play a bad shot. Be careful, though, if you press B just before or after the accuracy point, the shot will be exaggerated.

4) In heavy rough.

Pick a strong enough club to land near the front of the green. Your ball should then run up to the hole. Sometimes, though, the ball will catch the wind and take off.

COURSES

The best course to play tournaments on is Sawgrass as it is the simplest layout and therefore the easiest to win on.

PUTTING

Always use the grid to align your putts. It should always mean that, with luck, you won't end up short on a hole.

TOURNAMENTS

It's best to spend around ten minutes on the driving range and putting green before a tournament. This enables you to fine-tune your reactions with the B button.

SAVING A GAME

It's a good idea to save your game every nine holes when playing in a tournament. That way you stand a better chance of winning because if you score well on the outward nine and then balls up the inward nine, simply reset the Mega Drive, restore your game and you can continue your game from your outward score. If only it were that simple in real life.

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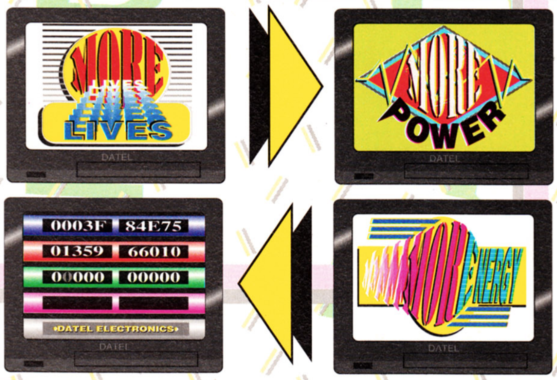

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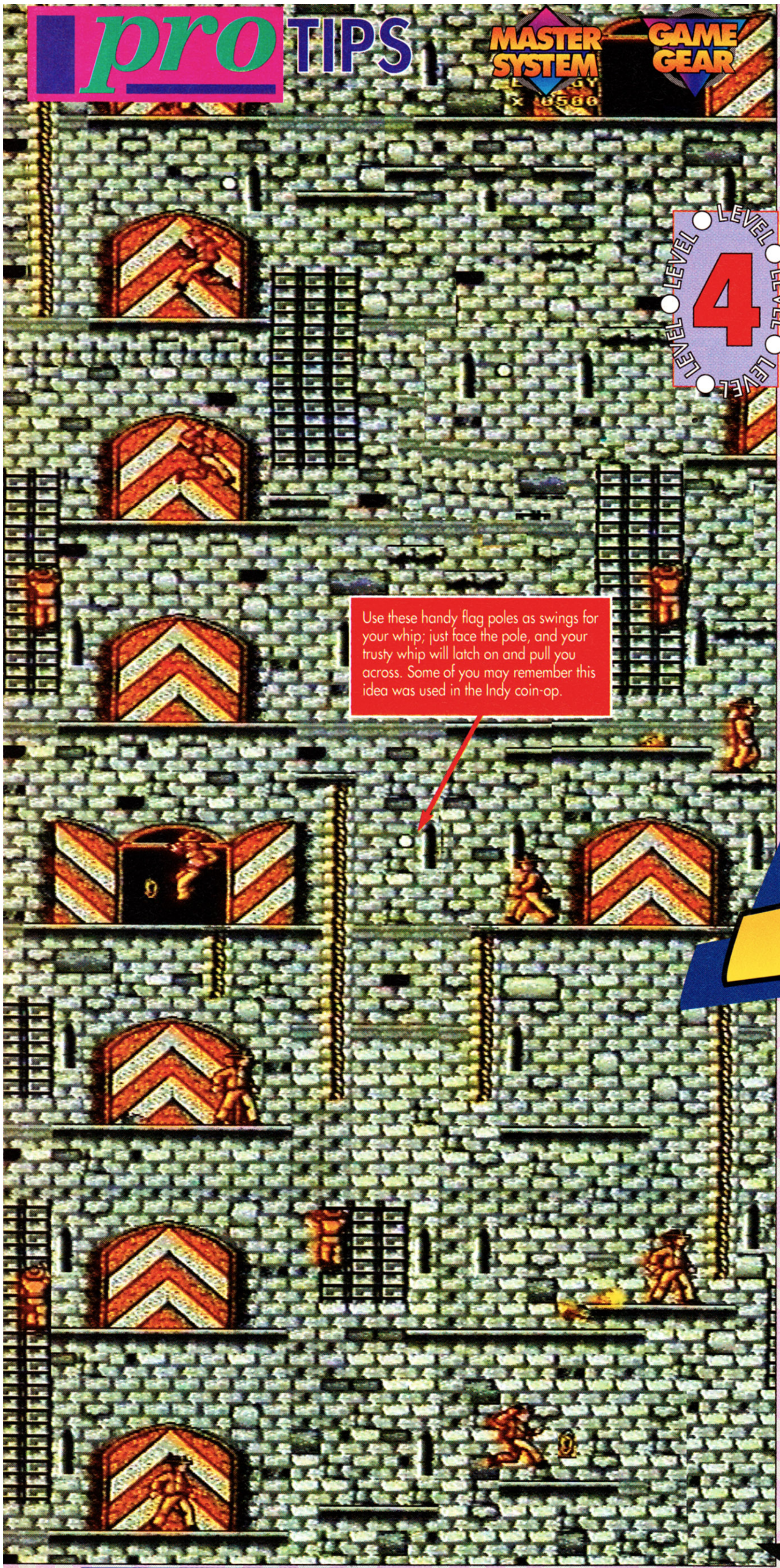
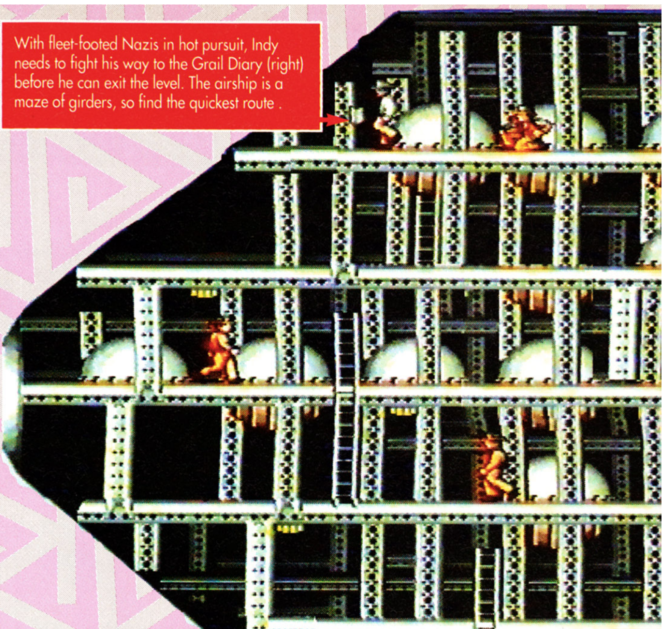


Use these handy flag poles as swings for your whip; just face the pole, and your trusty whip will latch on and pull you across. Some of you may remember this idea was used in the Indy coin-op.

LEVEL 4

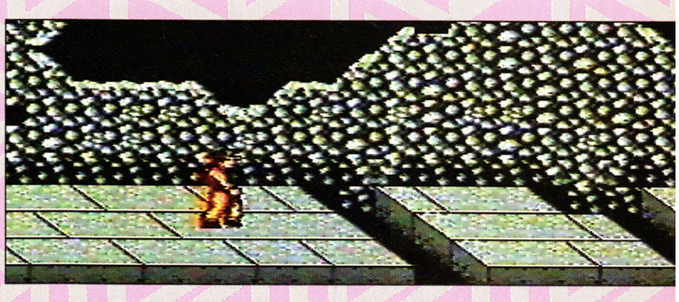


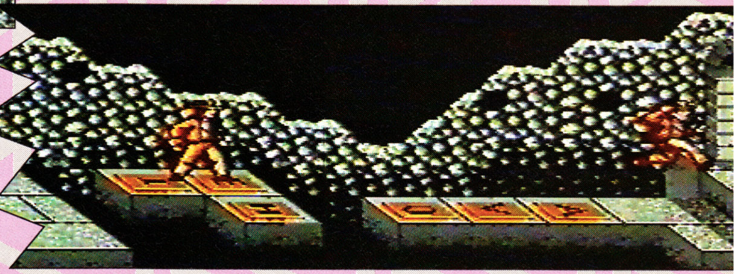
With fleet-footed Nazis in hot pursuit, Indy needs to fight his way to the Grail Diary (right) before he can exit the level. The airship is a maze of girders, so find the quickest route .

INDY Final

Now we go from the dank sewers of Venice where Indy recovered the fabled shield of the last crusade in SegaPro#6 to the perilous later levels.

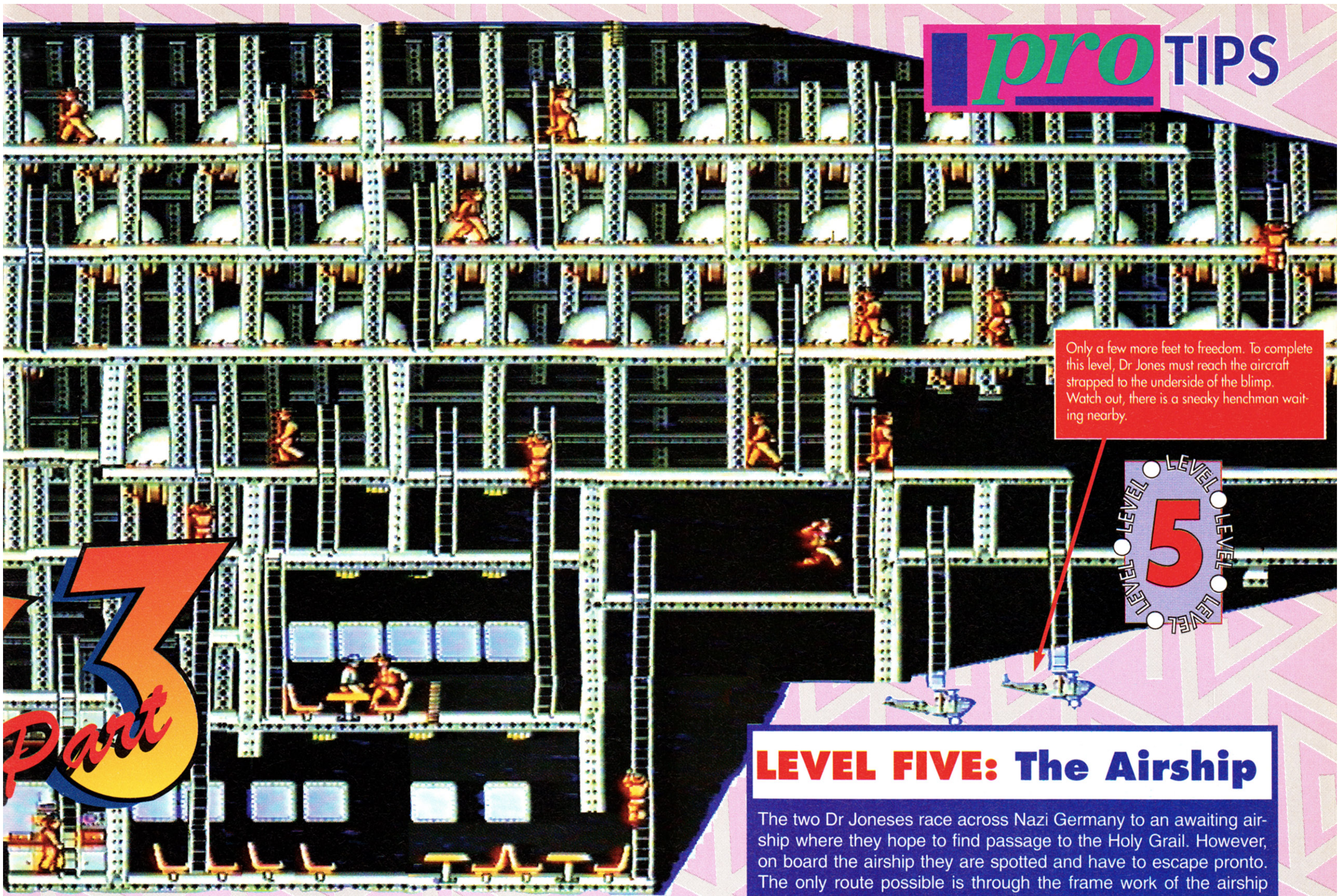
Indy finds that his father, Dr Jones, the leading authority on the Grail, has been captured and imprisoned in a Nazi chateau. Faster than you can say "mein Gott" Indy rushes to the rescue with his trusty whip in hand and gorgeous female co-star in tow.





LEVEL FOUR:
The Nazi Chateau

The object is just to make it to the top, whipping and punching any brown shirts. When you reach the open door, you rescue Dr Jones Snr and escape to the next level.



Only a few more feet to freedom. To complete this level, Dr Jones must reach the aircraft strapped to the underside of the blimp. Watch out, there is a sneaky henchman waiting nearby.

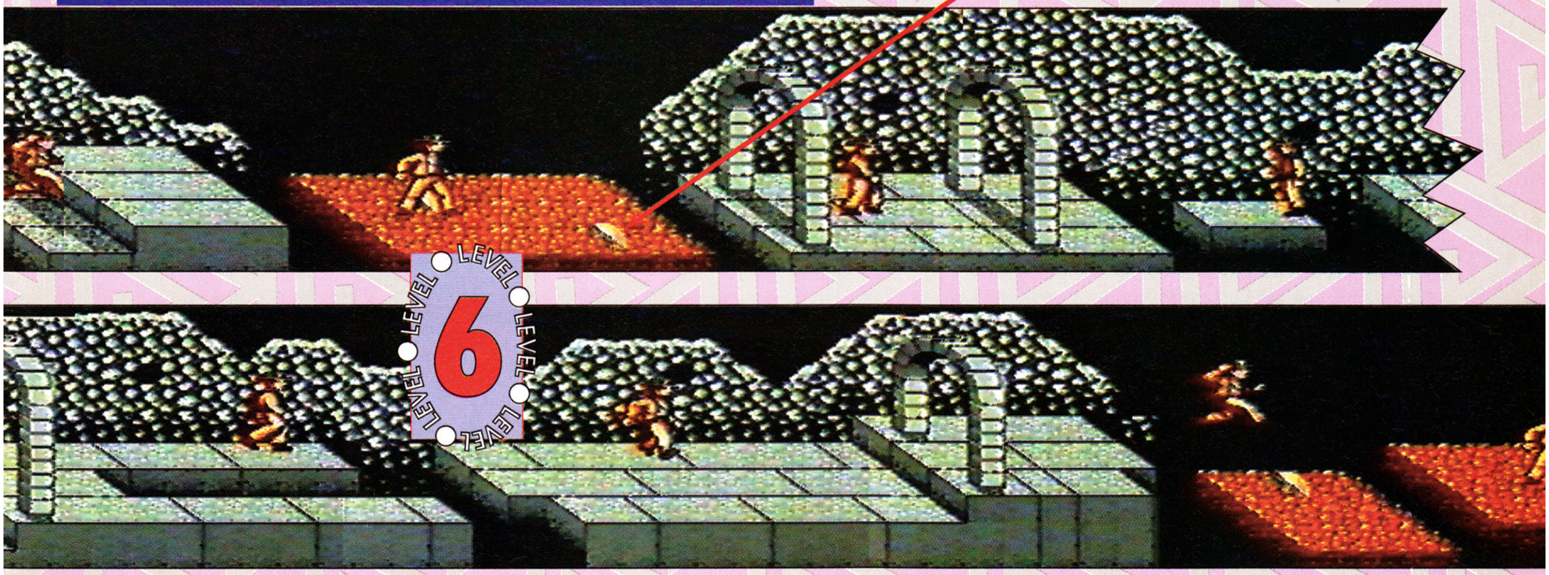
LEVEL FIVE: The Airship

The two Dr Joneses race across Nazi Germany to an awaiting airship where they hope to find passage to the Holy Grail. However, on board the airship they are spotted and have to escape pronto. The only route possible is through the frame work of the airship and down into an awaiting plane. Nazi thugs are the only opponents apart from the time limit. A wrong turn could cost you valuable time which is why this map is the perfect accompaniment to the game.

LEVEL SIX: The Holy Grail

US Gold wanted the last level to remain a secret so that this great game would remain challenging but we thought at least the first half should be displayed as a taster. So here it is the intricate Grail level with more traps than an episode of Batman. The culmination of the whole game and the finale of yet another exclusive SegaPro solution.

The worst pitfall to negotiate (even the programmers had trouble) are the moving set of razors at the beginning and end of the level. To negotiate these tricky areas, jump the first then wait in the middle for the other to move out of the way. Get into a rythum and either leap or walk past the last razor. The second one is close to the level's end.



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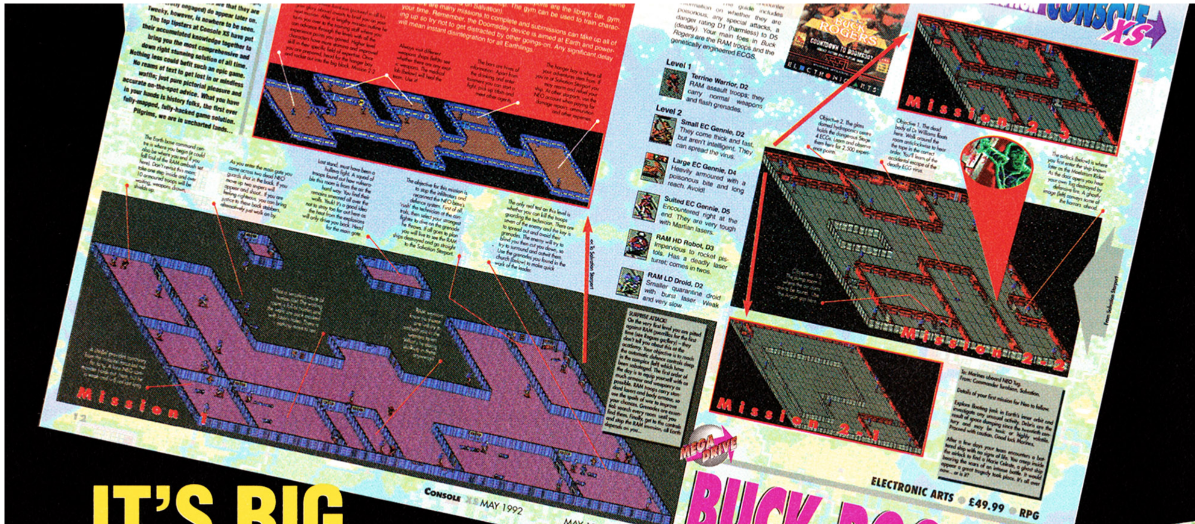
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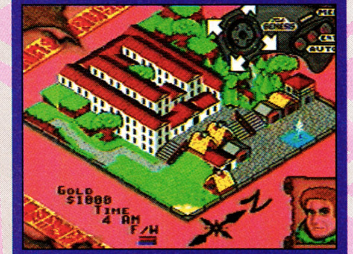
RINGS OF POWER

Rings of Power was reviewed in SegaPro#5 where it received a hearty 79%. A massive RPG with colourful graphics but a little too hard we thought, so that's where ProTips comes in. If you are currently entangled in the quest for the rings then we're here to help. We present the complete solution courtesy of Electronic Arts and the top ProTipsters at SegaPro. For the sake of space, the directions are brief but we can assure you that it's all there.

EA stress that you must be very familiar with the manual and its terms before you attempt to use this solution. The first instalment will equip you with all the information and party members to find the rings. Remember you need to find an Archer, a Knight, a Necromancer, a conjurer and an Enchanter to embark on your ultimate quest.

THE CITY OF THE MIND

The dawn welcomes you as the adventure begins. Buc is outside of the lobotomist's guild /"come in and lose your mind"/. Young Buc is on his way to the sorcerers' academy for more tuition.



Visit the academy straight away to see your master, the main lecture hall is west of the entry hall and master Thalmus is waiting in the antechamber so talk to him. Thalmus will go to the lecture hall and demonstrate a new spell. When finished, go to the temple in the city.

THE TEMPLE

THERE IS NOTHING OF INTEREST THERE.

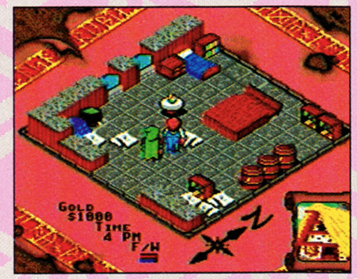
The temple in the city of the mind is the white building to the north of the fountain. As instructed, talk to the priests. Ak Thul will now give you something and bid you go to Thalmus for a task of great importance.

Go back to the guild and head to the NE corner of the building where you will find a key. Open the chest nearby and collect the map, an essential item. Now walk East and get the Warn scroll.

Talk to Thalmus and he will send you on an errand. If you wish to practise your conversational skills, then the students in the guild are perfect guinea pigs.

THE HERMIT'S HUT

The hut is on the hill to the south. You can just see it from the guild's steps. Take the path around the hill to avoid any wilderness monsters and enter the hut. Talk to the hermit who will appear aggressive towards magicians. Select FIGHT from the talk menu and battle the hermit to the death. Make sure you have full energy or he will win. When you have defeated the hermit, return to Thalmus. After a short dramatic sequence you will be teleported to the City of Division.



CITY OF SPEED

Sail around the continent to Speed. Enter the archers' guild (large white building to the south) and talk to the secretary.

She wants some flowers from the island of Perfection so sail south to Perfection and buy the flowers. Now return to Speed and give them to the secretary at the guild. Go upstairs and talk to Arrow.

Talk to the Archer Master at the guild about your quest. Zoom in on the dock to find Carp and talk to him. Go to the ruin to the south and find a flip stone, or buy one from the general store.

Visit the prisoner in the civic centre and show him the flip stone, he will give you a map and then flip out.

Show the map to Arrow, she'll give you the archer's symbol.

Go to the mines of Misery (to the East in the hills above the falls).

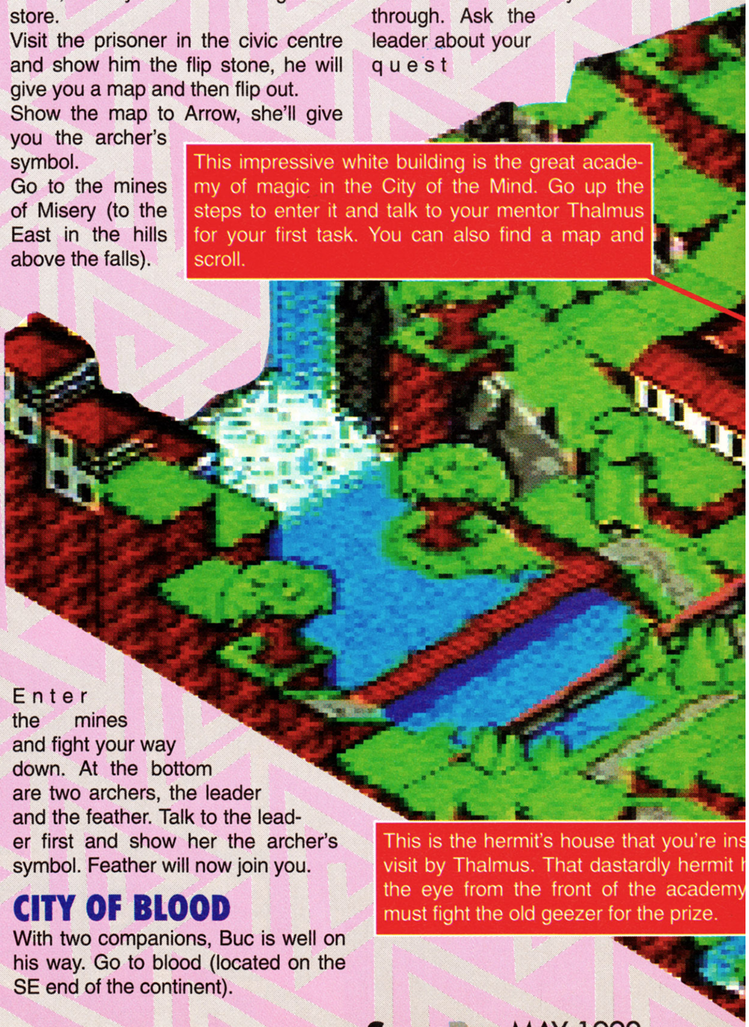
Enter the mines and fight your way down. At the bottom are two archers, the leader and the feather. Talk to the leader first and show her the archer's symbol. Feather will now join you.

CITY OF BLOOD

With two companions, Buc is well on his way. Go to blood (located on the SE end of the continent).

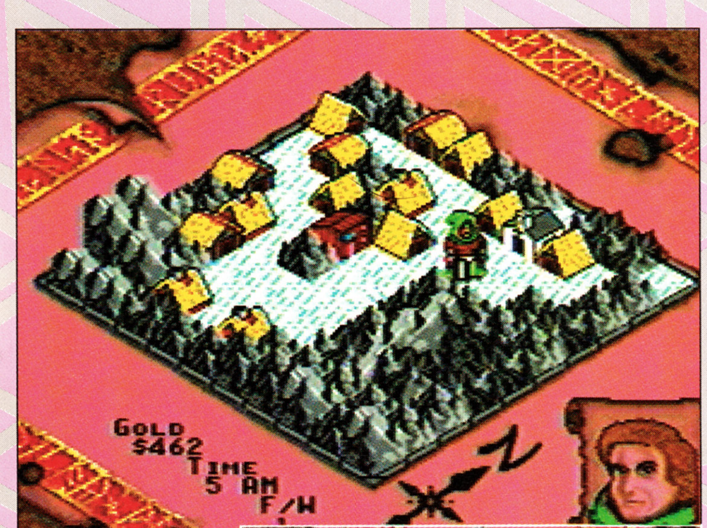
SE end of the continent).

Enter the necromancers' guild (big white and brown building) and go down the ladder. Ask the guard about your quest then go upstairs when he lets you through. Ask the leader about your quest



This impressive white building is the great academy of magic in the City of the Mind. Go up the steps to enter it and talk to your mentor Thalmus for your first task. You can also find a map and scroll.

This is the hermit's house that you're ins
visit by Thalmus. That dastardly hermit h
the eye from the front of the academy
must fight the old geezer for the prize.



THERE IS NOTHING OF INTEREST THERE.

CITY OF DIVISION

Go north and enter the city. Immediately go to the GOP (large building in the north-east of the city). Find Hack and talk to him.

Visit the small knights' guild south of the GOP and talk to the guildmaster about your quest. Now it's time to find some transport. Find the vehicle master (in front of the GOP) and buy a boat. Sail north to the lighthouse and enter it, finding the lighthouse keeper.

Ask about the city and bribe him for the whereabouts of Rashild the merchant. Exit and sail north then west and work your way into the islands until you find the biggest. Leave you small craft and find the oasis where Rashild is topping up on water. Zoom in and talk to Rashild about Job, City and finally Quest.

Return to Division, stand in front of the temple and Zoom in. Go down the ladder to battle Scourge who has the knight's key.

Go back to GOP, walk past Hack to the rear (west) of the building, then south to the treasury.

Show the knight's key to the guard and he will let you in. Open the locked chest within and take the knight's symbol. Now go to Hack and Show him the knight's symbol. The Knight will join your party.

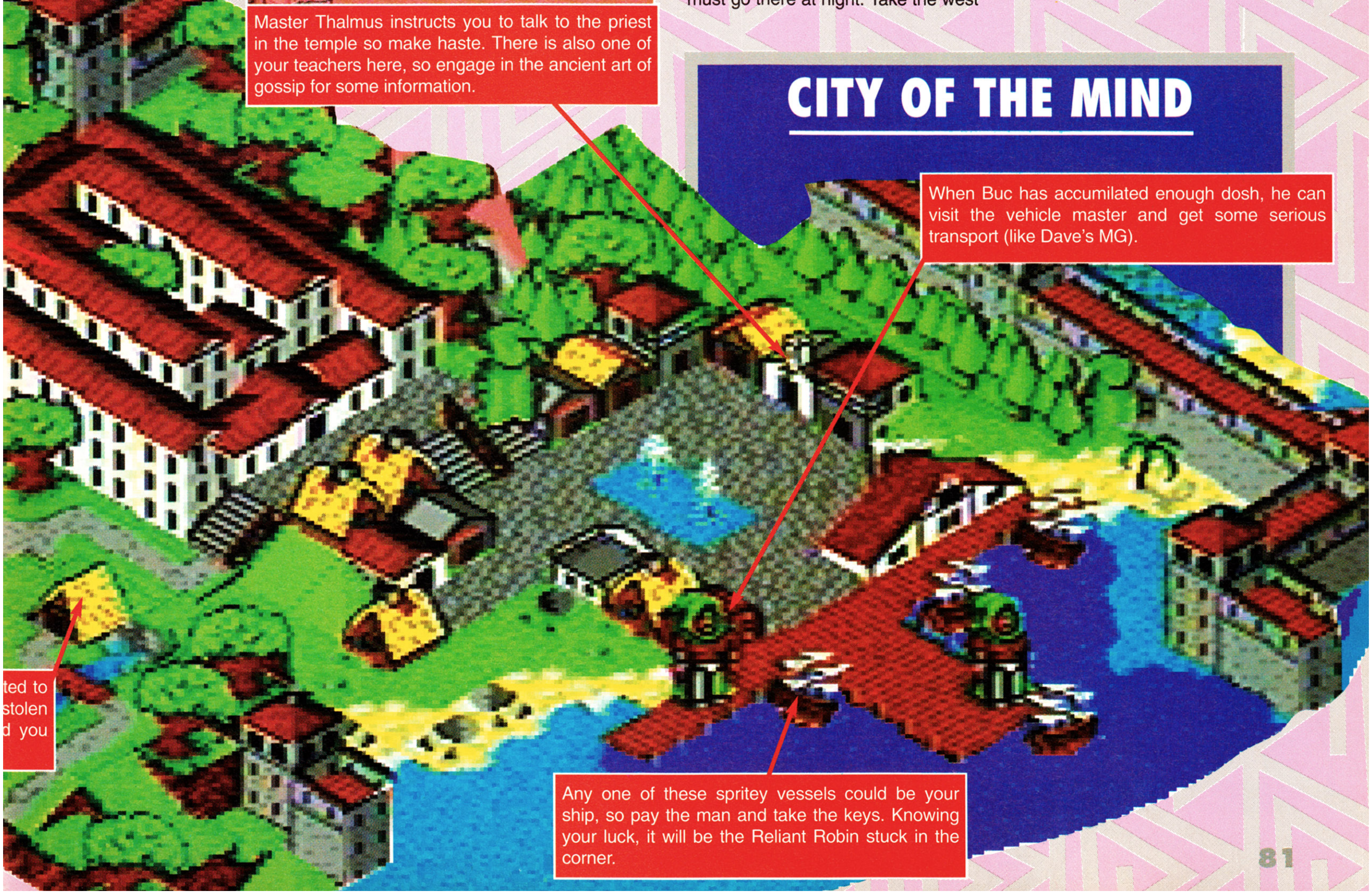
and search the two shelves near him for a key. Open the lab door with the key and get the corpse.

Go to the tavern and talk to the necromancer about the city.

Now it gets creepy! Go up the hill to Les's house (the graveyard), but you must go there at night. Take the west road up the slope and walk south and up the steep hill. Zoom on the tomb stone. Talk to the necromancer and give him the corpse.

Head back to the guild and go downstairs. Talk to Flemm and then go to Kaos.

CITY OF THE MIND

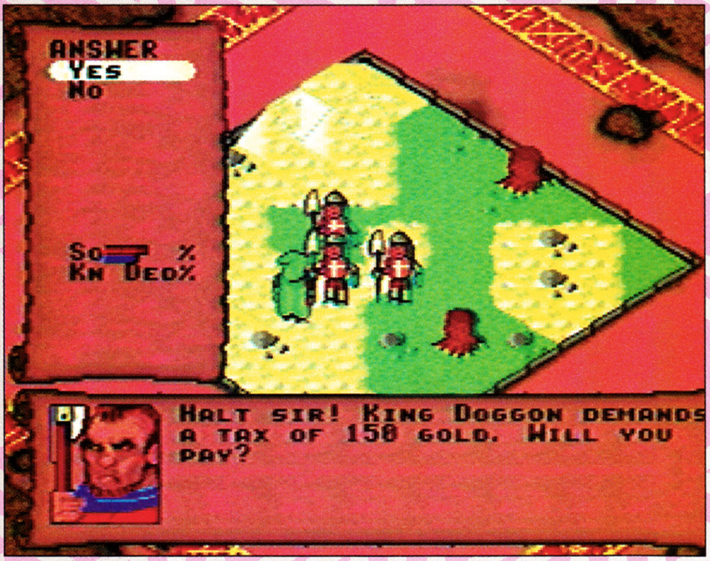


Master Thalmus instructs you to talk to the priest in the temple so make haste. There is also one of your teachers here, so engage in the ancient art of gossip for some information.

When Buc has accumilated enough dosh, he can visit the vehicle master and get some serious transport (like Dave's MG).

ted to
stolen
d you

Any one of these spritey vessels could be your ship, so pay the man and take the keys. Knowing your luck, it will be the Reliant Robin stuck in the corner.



HALT SIR! KING DOGGON DEMANDS A TAX OF 150 GOLD. WILL YOU PAY?

CITY OF KAOS

Talk to the door man in the big enchanters' guild.

Go to the temple and talk to the secretary (he's in the cage).

Go to the cathedral (NW, follow the road signs) and find the priest at the confessional. Search the books till you find a note about a mirror hidden in the crypt.

Go to the crypt in Perfection (under the temple), then go to the Speed city crypt (under the temple) and search the braziers till you find the mirror.

Go back to Kaos and show the mirror to the secretary. Buy a bingo card from the bingo director on floor two of the big enchanters' guild. Go back and show the bingo card to the secretary. Fight the black priest and get his whip.

Now find Xylotyl on the roof of the big guild (at night) and he will give you his symbol.

Take the Enchanter symbol back to Blood and show it to the head necromancer. Mortimer joins you.

CITY OF PERFECTION

Enter the big conjurers' guild and talk to the librarian about your quest. Go to the restaurant and talk to the various customers about your quest. One will say that he has the key but needs a special type of wood for his brazier – nothing in life is free.

Another note in the library tells you that the wood you require is in the cave of fire, and about a hermit who lives in an oasis near Kaos. Find the hermit and talk to him.

Go to the lobotomy club (the city of the mind) and talk to Larry about your quest. Buy him a drink.

Find the conjurer's hut at 8'2", 5'4". The conjurer wants the ogre's egg which is in the cave at the south pole (6'6", 21'3").

Sail to the cave, battle the conjurers and steal the ogre's egg. Now return to the conjurer's hut and when she refuses to give you the key, fight her for it.

Go to the fire cave at 5'4", 10'8" and get the wood for the customer. Show the wood to the man in the Perfection restaurant and he will give you the conjurer's key. Use the key to open the door in the library. Here you'll find Haze on the roof.

Show her the necromancer's symbol. If you don't have it, get it from Flemm (in the City of Blood). Once you have given her the symbol, go to the first floor and find Alexi.

Visit the enchanters' guild in Kaos, show the conjurer's symbol to Xylotyl. Find Obliky upstairs in the big tavern to the south of Blood. Talk to him and he joins you. Finally, fight the enchanters who come to challenge you.

CATHEDRAL CITY

This city is a massive store of knowledge, so talk to all the priests and search all the shelves for notes containing information.

That's it for this month. Now you have your party, you are well on the way to completing the game. All that's left is the dangerous task of recovering the Rings of Power. Now that we've had time to really get into this adventure, we've found that it's really massive – but we still stick to our 79% ProScore.

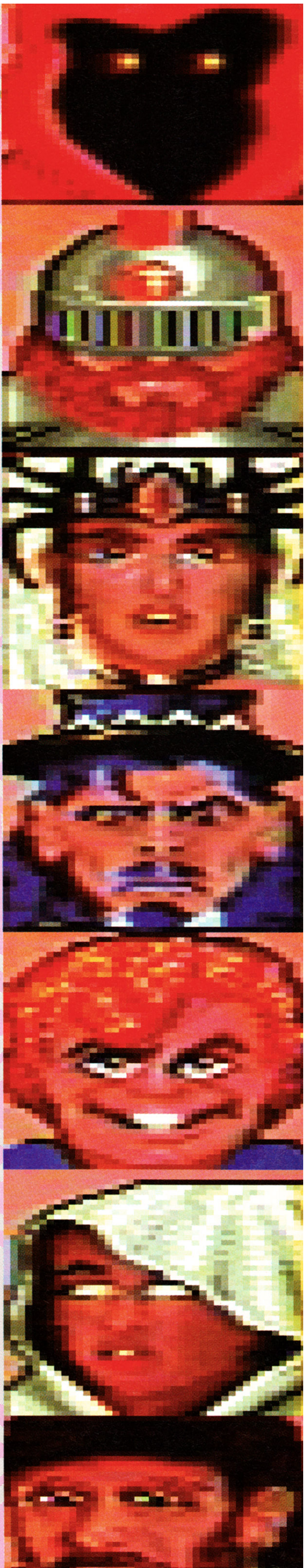
Next month we will start to track down the actual rings and really get into the meat of this adventure. Be there or be square!

PUT 'EM UP!

Combat is very much an art form in Rings of Power, there are many weird monsters just waiting to sap your life force so it is imperritive to master your magic and organise your party. Strong fighters such as the knight should go first and protect the magic users. Buc begins with a puny stun spell but can progress with experience to fireballs which make short work of wandering creatures. If it looks bad, do not be afriad to flee, there is no disgrace in cowardice in Rings of power, it's just a matter of survival so that you can fight another day.

Here are some of the more dangerous foes you will encounter.

- WYVERN - Very dangerous, avoid if possible.
- BEAR - Totally weedy, three or four hits is all they need, although they usually attack in pairs.
- LOONIES - Possessed with insane strength they can be dangerous but lack coordination.
- TOWN GUARDS - If you do not pay your taxes to the local lord, it's curtains, these dudes are terminal.
- WIZARDS - What a surprise, they use magic! Avoid magicians at all costs unless you're Paul Daniels.



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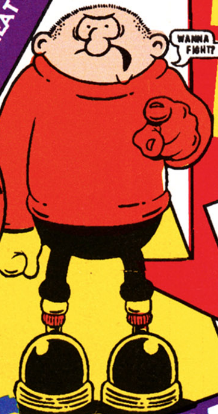
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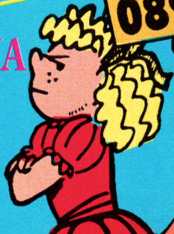
VICTORIA SNOTTY

SHE'S SO STUCK UP!



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NEW

Calls cost 36p (cheap rate) and 48p (at all other times) per minute inc. VAT. Please ask permission before you call. Winners will be notified by post at the close of the competition. A winners list or a full list of rules is available by sending an SAE to: Megafone, Sandylands House, Morecambe, Lancs LA31DG. The maximum length of call is approximately five and a half minutes which will cost £1.98 at cheap rate. Competitors are required to answer multiple choice questions and a tiebreak answer.

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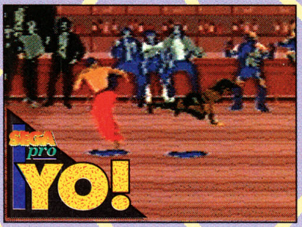

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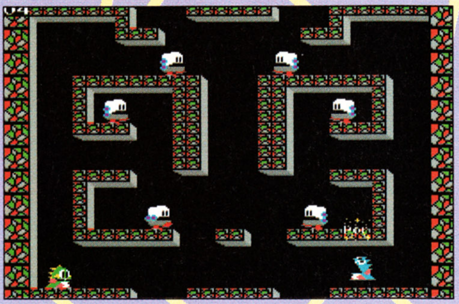

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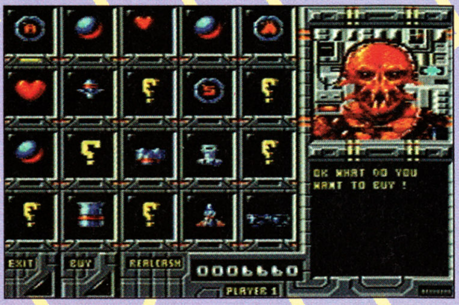
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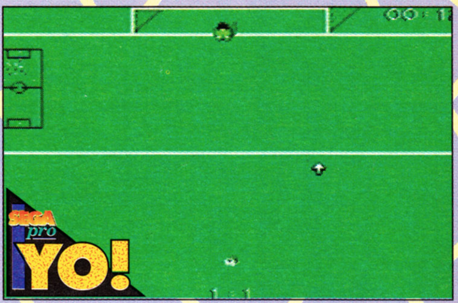

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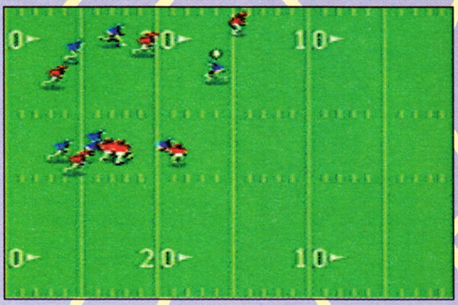

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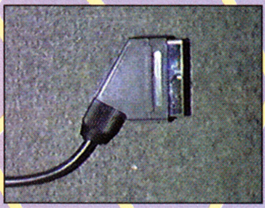

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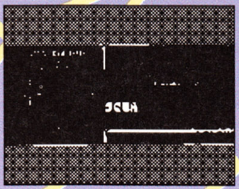

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pro SCORES

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Don't forget, if you send us a picture, you are far more likely to get your score printed – the wackier the picture, the better – and some sort of proof would be nice (parent's signature, screen pic, etc).

GAME GEAR

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199,650	Paul Harding, Wintney
178,050	Andrew Williams, Bournemouth
120,190	James Webster, Halsall

DONALD DUCK

228,300	Simon Evans, Ely
220,300	Taff, Mid Glamorgan
58,200	Kyle Rehard, Bradford

JOE MONTANA FOOTBALL

127-0 (pro) Matthew Williamson, Telford
127-7 (easy)Andy Shipp, Newbury
73-0 (easy) Neil Brown,

FACTORY PANIC

693,490	Chris Roberts, Lowestoft
631,830	Simon Day, Doncaster

SHINOBI

94,300	Ben Graves, Elm Park
92,400	Mat Williamson, Telford
92,100	Gavin Ellis, Hickley

SONIC THE HEDGEHOG

832,980 "Batfreak" Watts, Kent

640,580 Chris & Phil Wood

458,340 R. Fountain, Deeping St James

SPACE HARRIER

13,176,107	Tony Murray, Dumfries

WONDER BOY (REVENGE OF DRANCON)

1,250,310	Taff, Mid Glamorgan
334,050	AndyWilliams, Bournemouth
155,530	Adam Dell, Portland

MASTER SYSTEM

CALIFORNIA GAMES

Footbag	
93,460	Gregory Hook, Kettering
60,350	Roj Guerrero, Mitcham
BMX	
134,530	Roj Guerrero, Mitcham
59,700	Kelly Williams, Paignton
29,700	David Shute, Paignton
Skateboard	
31,800	Roj Guerrero, Mitcham
Surfing	
6.8	Steven Crofts, Codnor

ALEX KIDD IN MIRACLE WORLD

30,600,900 David Boia, London
29,632,890 Phil Hames, Chertsey
114,400 Andy Sweetman, Aldershot

BUBBLE BOBBLE

1,900,430 Andy Cotton, Barnstaple
1,437,340 Neil Winter, Braunton

CASTLE OF ILLUSION

319,220	Dean, Welwyn Garden City
161,770	J. Fitzgerald, Lechlade
124,930	Richard Gott, Preston

DOUBLE DRAGON

102,530	Jeremy Burgess, Milford
93,120	Will Riddell, Motherwell
92,520	J. Farrier, Tunbridge Wells

FANTASY ZONE

9,999,999	Duncan "Honest" Smith
32,000	Andy Sweetman, Aldershot

GAUNTLET

498,506 Chris Webber, Chester

GHOULS 'N' GHOSTS

152,600	J. Fitzgerald, Lechlade
34,900	D. Durance, Hounslow
31,300	Gareth Hughes, Cardiff

GOLDEN AXE

328.9	Duncan Smith
247.0	J. Farrier, Tunbridge Wells

HANG-ON

2,050,010	David Greig, Caithness
1,872,840	Duncan Smith
1,872,825	Will Riddell, Motherwell

MERCS

72,750	Daniel Ellis, Truro

SHINOBI

399,200 Thomas Halliday, Newry

WONDER BOY II

9,617,600	Calvin Holbrook, Isle of Wight

WORLD CUP ITALIA 90

29-0	Daniel Ellis, Truro

SONIC THE HEDGEHOG

1,557,200 Daniel Hill, Ilkeston
1,422,200 Baz Pritchard, Sheffield
516,000 Tom Turnbull, Hadleigh

MEGA CD

EARNEST EVANS

1,480,910	Andy Bartlett, Wells

MEGA DRIVE

ALTERED BEAST

10,026,300	Paul, Nottingham
7,351,300	B. Seymour, Trowbridge
1,839,800	Wade Hubert, Ashbourne

BUCK ROGERS

3 days completed Dominik Diamond, GamesMaster!

CALIFORNIA GAMES

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152,340	R Harper, Edinburgh
Surfing	
10	R Harper, Edinburgh
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12,380	R Harper, Edinburgh
BMX	
202,450	R Harper, Edinburgh

CASTLE OF ILLUSION

649,200	Matt Eddy, Hayle
523,800	Nigel Parker, Keighley

DEVIL CRASH

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EA HOCKEY

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GOLDEN AXE

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235.5 Joe Colledge, Durham

GOLDEN AXE II

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HARD DRIVIN'

1.13.44	J. Wilkinson, Walkington
1.10.26	Alex Stansley, Exeter

HELLFIRE

6,832,580	Nigel Parker, Keighley
4,144,640	Tony Mac, Ross-Shire
2,913,990	P. Maseldine, Nottingham

JAMES POND II

8,174,250	Ian Mitchell, Cambridge
7,733,700	Lee Read, Crawley
7,253,800	Tom Germain, Havant

OUT RUN

26,124,960	Nick Chevin, Swadlincote
17,234,891	Damian Arse, Dunp City

QUACKSHOT

1,356,000 Paul Shipman, Cannock
1,053,500 Paul Rudd, Weymouth
481,500 Peter Condon,

MERCS

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764,600 (orig)	Dan Creser, Barton
708,100 (orig)	Baz Dixon, Rochdale

SONIC THE HEDGEHOG

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5,241,820 Wain Johnstone, Yeovil
262,750 Doug Hawes, Middlesex

RAIDEN TRAD

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ROAD RASH

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SPACE HARRIER II

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SPIDER-MAN

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STREETS OF RAGE

899,200	Daniel Creser, Barton
743,300	Michael Copley, Winchester
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SUPER MONACO GP

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THUNDERFORCE III

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956,894	V. Norman, Wesley
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WINTER GAMES

Ski Jump	
107.5	Jim Green, Wallington
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Machine .... Game ....
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Torquay United 0-1 Wigan Athletic! (See you in the fourth, Gulls.)

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A. IMPORTED SOFTWARE - WHICH VERSION WILL I NEED FOR MY CONSOLE?

MEGA DRIVE: Japanese software will run on UK Mega Drives with the aid of a convertor. These are readily available, but are not Sega approved. We do not recommend enlarging the game slot on your UK Mega Drive to make the Japanese games fit, as this will invalidate your warranty. **UK** software will run on all machines. **American** (known as Genesis) software will also run on all machines.

GAME GEAR: Software on the Game Gear is fully interchangeable, so the only thing you need to worry about is Japanese text on some games.

B. IS MINE A UK, JAPANESE OR US MACHINE?

You can easily tell the difference between the various machines. The UK version of the Mega Drive has a white area of text near the power light, while the Japanese version has red. And in the US, the Mega Drive is called the Genesis. Many imported Mega Drives are converted by the importer for TV or scart monitor from the Japanese original, but some machines are meant specifically for the Hong Kong market (which has the same TV system as the UK).

C. ORDERING

1. When ordering, ensure that you keep a copy of your written order, or details of your phoned order, safe at all times.

2. Also note down the date you made the order, and the dates of any subsequent telephone calls or letters you may send.

3. If possible, get the name of the person you have been dealing with so that you can go back to them if you have a problem.

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4. **Paying by Credit Card**. This is a very safe method of payment, particularly for items over £100. Not only do many credit card companies offer insurance, but you are entitled to a full refund if the goods are not sent. Sometimes a friend or parent may be able to make the purchase on your behalf, but be sure what the card offers. So-called 'debit' cards are not as failsafe.

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IT'S DAMN HOT!

SEGA pro 8

THURSDAY 21 MAY

THE WARMEST ISSUE YET

Featuring (in one form or another)... Jordan vs Bird (MD), Magical Girl Silky Lip (MD), Shining Force (CD), Death Bringer (CD), The Simpsons (MD), George Forman Boxing (GG), Phantasy Star Adventure (GG), Wonder Boy III (GG), Marble Madness (MS), Olympic Gold (MS), The Terminator (MD), Arcade Smash Hits (MS), Chuck Rock (MD), Gods (MD), Corporation (MD)...
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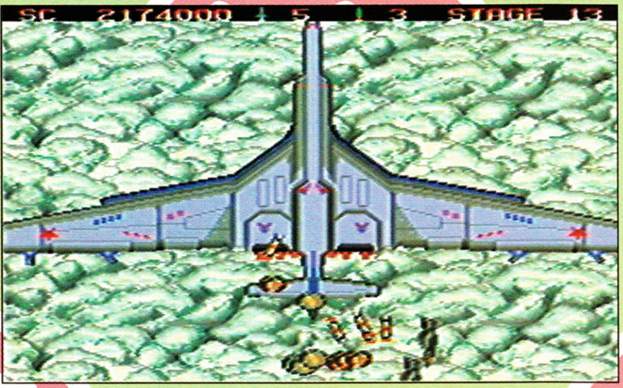
GAME OVER

THE BIG GAMES BUSTED EVERY MONTH

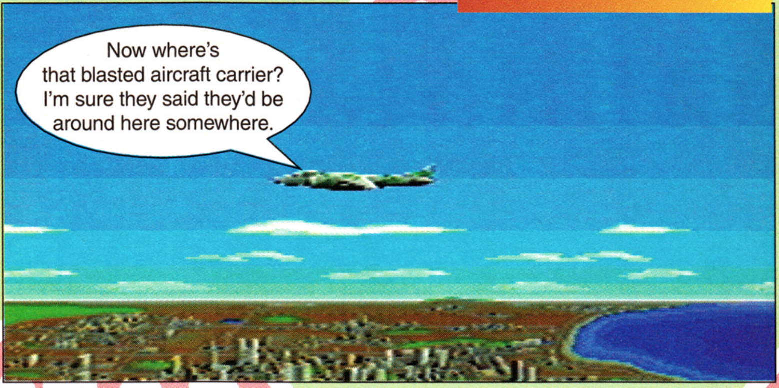
WARNING! FINISHED GAME SCREENS

TASK FORCE HARRIER EX

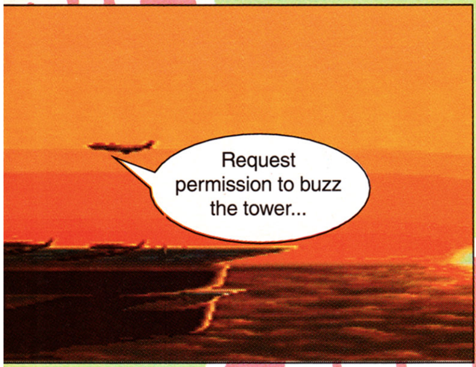
ProReviewed last issue, *Task Force Harrier Ex* is a much-hyped and typically American import shoot-'em-up. There are 13 stages ranging from Siberia to an occupied city and the guardians pack one hell of a punch. The 8Mbit cart is wasted with bland graphics and unoriginal sprites but there's still a great deal of challenge, and a great, albeit soppy, picture-packed ending.

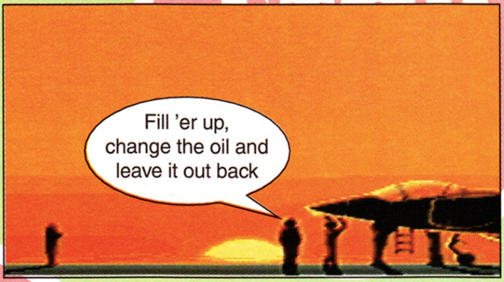

SC 2174000 5 3 STAGE 13

The last guardian is the huge TU-190 bomber en-route to drop bombs the size of Bournemouth on the west.

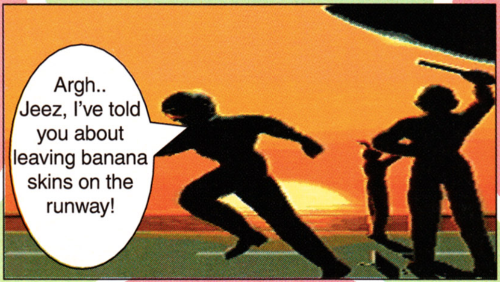

Now where's that blasted aircraft carrier? I'm sure they said they'd be around here somewhere.

Having dispatched the Soviet firefox, the battered Harrier performs a tricky victory plummet over the liberated city.

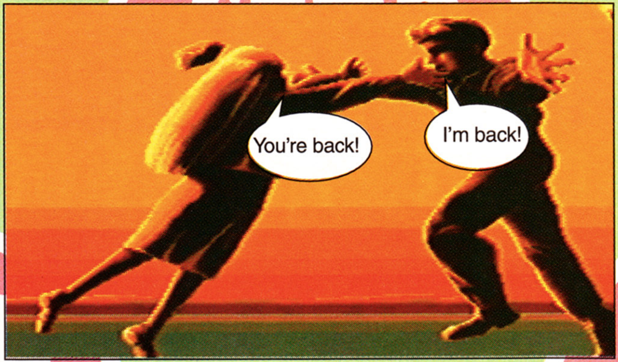

Request permission to buzz the tower...


Fill 'er up, change the oil and leave it out back

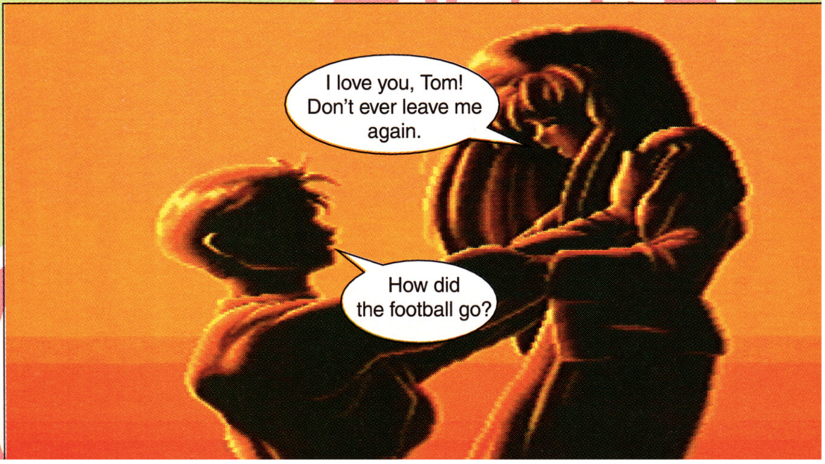
The aircraft carrier USS Stormin' Norman is waiting in the bay, your finacée waits anxiously on the deck for her maverick to return.


Argh.. Jeez, I've told you about leaving banana skins on the runway!

After three years intensive training at Top Gun, our heroic pilot is eager to get back to the basics with his gal. Takes your breath away, doesn't it?


You're back!
I'm back!

Our hero is welcomed by his bride-to-be. The final scenes are real tear-jerking stuff, so be sure to have a box of Kleenex ready.


I love you, Tom! Don't ever leave me again.
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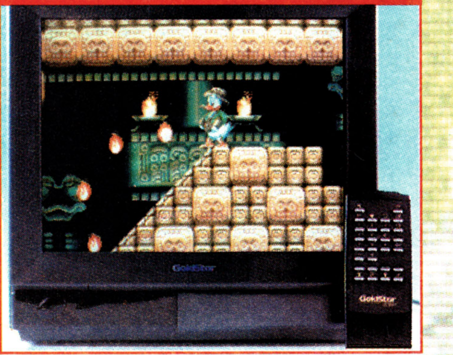

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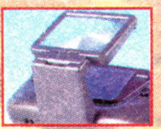

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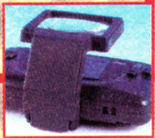

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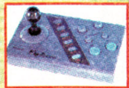

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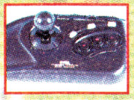

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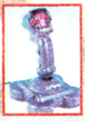

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